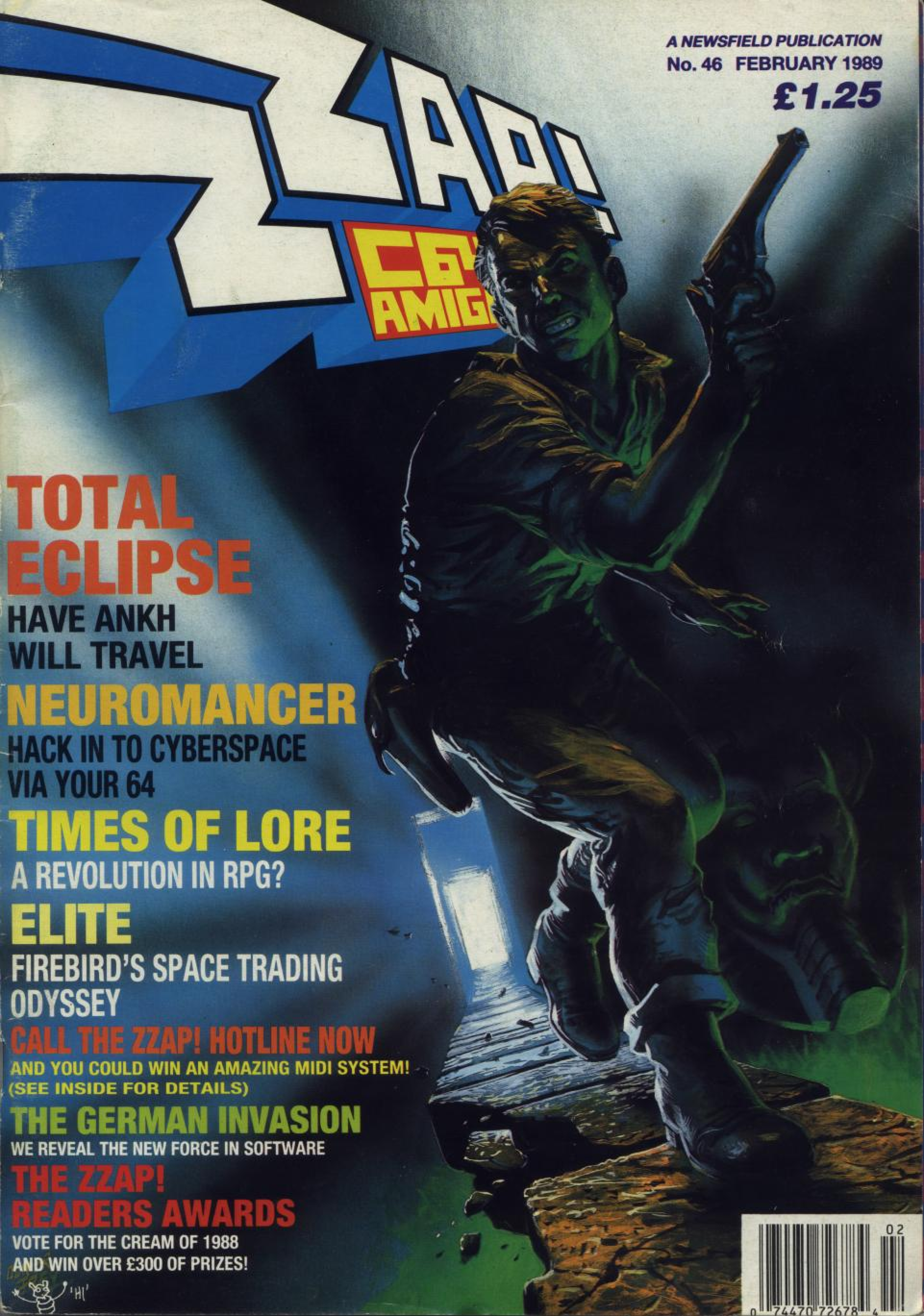

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A NEWSFIELD PUBLICATION
No. 46 FEBRUARY 1989
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Screen shots from various systems

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ISSUE 46 FEBRUARY 1989

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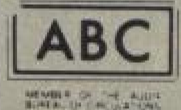
QUITE GOOD COMPETITIONS

GOOD GAMES

RATHER GOOD REGULARS

EDITORIAL *47 Gravel Hill, Ludlow, Shropshire SY8 1QS* ☎ **0584 5851/2/3 Editor:** Gordon Houghton **Assistant Editor:** Kati Hamza **Software Co-ordinator:** Paul Glancey **Staff Writers:** Matthew Evans, Lloyd Mangram **Designer:** Mark Kendrick **Senior Designer:** Wayne Allen **Assistant Designers:** Melvyn Fisher, Yvonne Priest **Editorial Assistants:** Viv Vickress, Caroline Blake **Contributing Writers:** Mel Croucher, Martin Walker **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** *1/2 King Street, Ludlow, Shropshire SY8 1AQ* ☎ **0584 5851/2/3 Reprographics/Film Planning:** Matthew Uffindell, Ian Chubb, Robert Millichamp, Robert Hamilton, Tim Morris, Jenny Reddard **Publisher:** Geoff Grimes **Production Manager:** Jonathan Rignall **Editorial Director:** Roger Kean **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Assistants:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris, Lee Watkins ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts *PO Box 10, Ludlow, Shropshire, SY8 1DB* Typeset by the **Tortoise Shell Press**, *Ludlow*. Colour origination by **Scan Studios**, *Wallace Road, London N1*. Printed in England by **Carlisle Web Offset**, *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG**, *Tavistock Road, West Drayton, Middlesex.*

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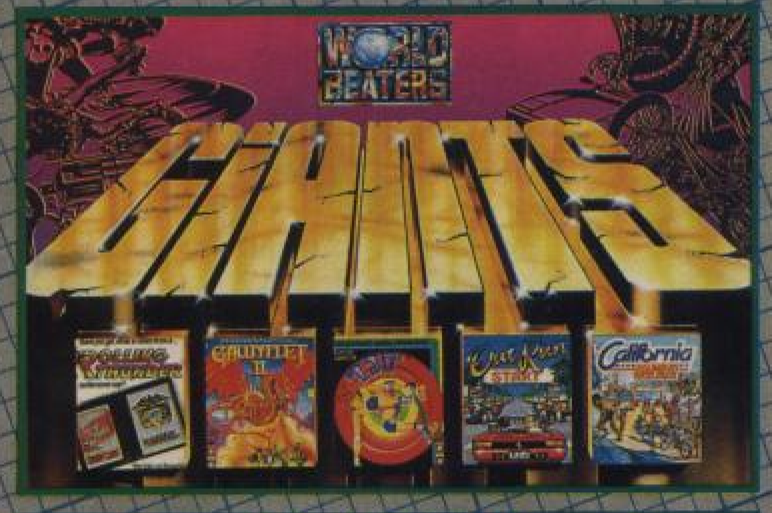
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AN INCALCULABLE* AMOUNT OF FUN

*a, beyond calculation; unpredictable; indeterminable; very great



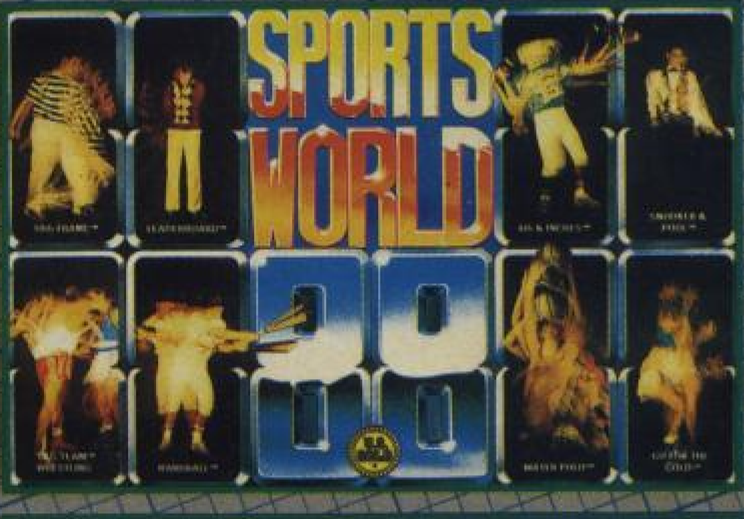
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SMALL BUT PERFECTLY FORMED

I bet most of you didn't know that the Editorial page is just about the last one to be written every month. Well there's an interesting fact.

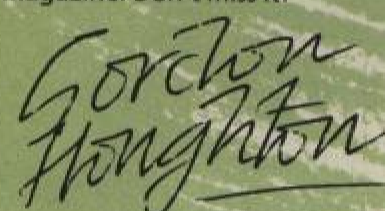
What can you find in this Paul Glancey-sized Issue? Well, one thing you won't find *is* Paul Glancey – except for his farewell Tips section. Our petite Geordie POKEr has finally succumbed to *The Other Side* (cue dramatic fanfare). No, he's not dead, he's just opted for an office with more room in it than this one. From now on, please address all your tips, hints, maps, listings and cheats to that Flint psycho, Maff Evans. This also means that there's a Staff Writer's job going up for grabs – so get penning!

Meanwhile, back at the ranch, Issue 46 is full of goodies: there's the Readers Awards, with loads of free games on offer; a preview of the new wave in German software; and, most importantly, the start of a new form of competition and service to you. Scan pages 30-31 and you'll know what we're talking about!

In the Rrap you'll find the winner of our cartoon competition – but thanks go to all of you who sent in some dead funny ones: if we get any more, we'll print them in a future Rrap (if there's enough space).

The most major thing you've probably noticed is the absence of a cassette, but I'm sure you're all happy with the price coming back down to £1.25. The *Robocop/Parallax* tape isn't the last ever ZZAP! Mega Cassette to appear, but it'll be the last one for a while.

Meanwhile, keep an eye out for Issue 47 – it's a *new look* (waargh!) issue, packed with all the reviews that just missed our deadline for this one (and there are LOADS). We're promising you more information about the games you buy, better reviews and a brighter look to the magazine. Don't miss it!



Gordon Houghton



▲ Herman the Wonder Pterodactyl takes to the air . . .



▲ . . . but finds flying with plastic wings difficult



▲ Is it *The Proclaimers*? Is it a group of mutant aliens about to take over the earth? No, it's a bunch of idiots in stupid glasses



▲ Could one of these heavily-disguised creatures be the New Reviewer? If you think you could write better than a plastic fish or Horace the Pelican, write in today with a sample review!

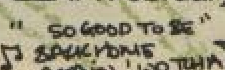


▲ *(Sob)* . . . Paul Glancey, the pint-sized Keeper of the Tips, wanders off in the vague direction of *Somewhere Else*.

GAMES REVIEWED

ADVERTISERS INDEX

"THANX FOR THE XMAS PRESSIES STEFEN!"



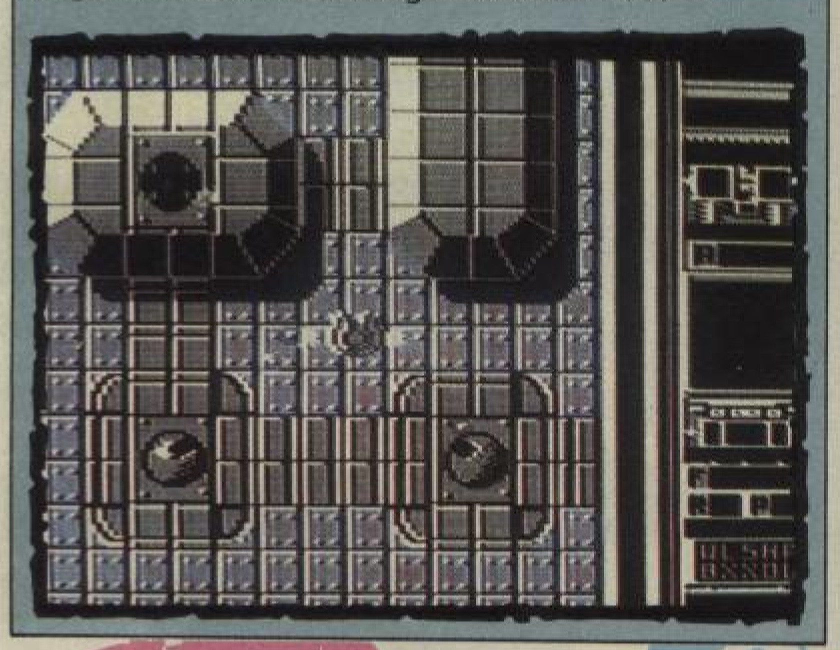


THE WORD

XENON THE 64!

Yes, it's true! Really it is: that ace vertically scrolling coin op quality shoot 'em up with more frustration than something really frustrating is about to jettison its load onto your 64! Phew, that was a long sentence.

Anyway, avid readers of Ye Olde ZZAP! magazyne wylle knowe that *Xenon* is dead good – so keep a look out for it! Until then, here's a screenshot to keep those fingers moist and that tongue a-dribblin' . . .



A LOADA BAALS



Currently awaited with sweating palms in the ZZAP! office is the latest offering from Psygnosis: *Baal*.

Yer basic mission is this: you're the leader of an elite force called the *Time Warriors*. Got that? Good. And you've got to guide them through no less than three different domains, each one full of monstrous demonic beasts with pointy teeth who'll do anything to make nasty porridge out of you.

Collect 18 machine components and face the might of Baal itself; fail and, well, the Earth won't be very well at all.

ITS THAT PETER CALVER GADGIT!

ECTO AND ENDO MORPH



A SUPER IDEA



Right, listen 'ere you lot – Supersoft are giving away £50,000 of software.

Why? I'll tell you why: it's all in aid of Barnardo's. Anyone who writes to Supersoft enclosing a donation to the charity will receive a program. When you write in, please state which computer you own, and stamps to the value of 42p, to cover the postage and packing. You can also say whether or not you want your donation returned if suitable software is not available.

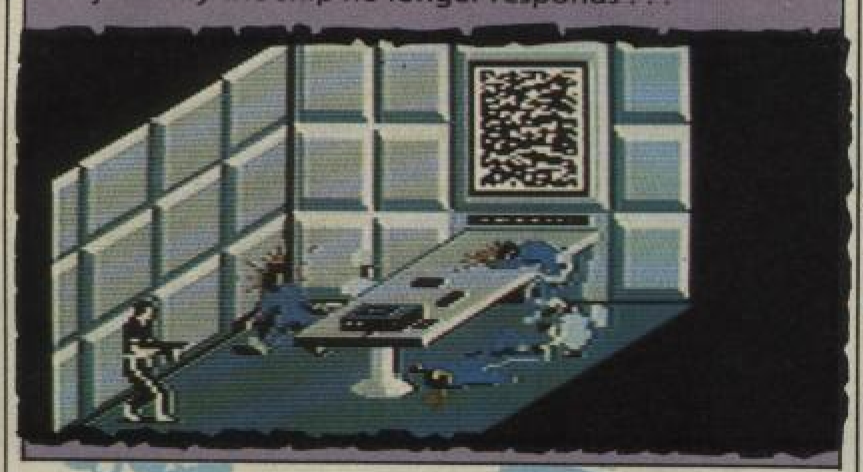
Cheques and postal orders should be made payable to Barnardo's and sent to: *Barnardo's Offer, Winchester House, Canning Road, Wealdstone, Harrow, HA3 7SO.*

GET YOUR ARSON GEAR

Due to be released this month is (it says here) a 'horror movie in outer space'. In fact, it's a disk-based product (£14.95 to you, John. Whaddya mean, your name's not John?) called *Project Firestart*, featuring cinematic things like a nice musical score, rather nice fade outs and very nice movie animation.

Basically, it's 2066, and the spaceship Prometheus no longer responds to communication messages. It was on a mission called Firestart, destined to produce strong, durable labourers capable of helping Belters mine titanium and iridium on selected moons and asteroids.

No prizes for guessing who's going to have to find out just *why* the ship no longer responds . . .



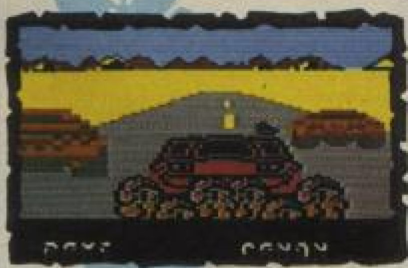
JOY WITH THE 'STICKS

Powerplay, those people who provided us with the fab 'n' triff Cruiser range of joysticks, are bringing out another couple of alien-bashers.

The Mister Joystick's Crystal range are all designer clear with bright red fire buttons and pistol grip handle (oo-er, etc), and were drawed and builded by the designers of the Zip Sticks. You've got a choice between the Crystal Standard (£14.99) or the Crystal Turbo (autofire – £16.99); and if either of them takes the same kind of punishment as the Cruisers, they'll be well worth looking out for.

PLAYA LONGA GAZZA LINNA





Funky chunky Gremlin Graphics, fabled denizens of the software world and generally All Round Nice people, are about to spring a couple of new games on the unsuspecting 64-owning public.

Hold me back . . . hold me back . . . I can't wait to tell you about them . . . What are these games? Aha, now there's a question. The first of them is the third product based on the sick-as-a-parrot Barcelona striker, Gazza Lineker: this time it's his *Hot Shots* which will soon come under the ZZAP! team's microscopic scrutiny (*well – Maff's scrutiny is certainly microscopic*). This time it's yer basic footy sim – yer sliding tackles, yer corners, yer referee and his red card . . . In fact, one for footy and Gazza Linna fans everywhere.

Meanwhile, back at the ranch, they're also programming *Technocop*, a game name not a million miles away from Ocean's *Robocop*. The gameplay, however, is a tad different. You're in charge of a high-tech sports car capable of speeds in excess of 200mph – as if this wasn't enough, you won't be alone on the roads. Say no more.

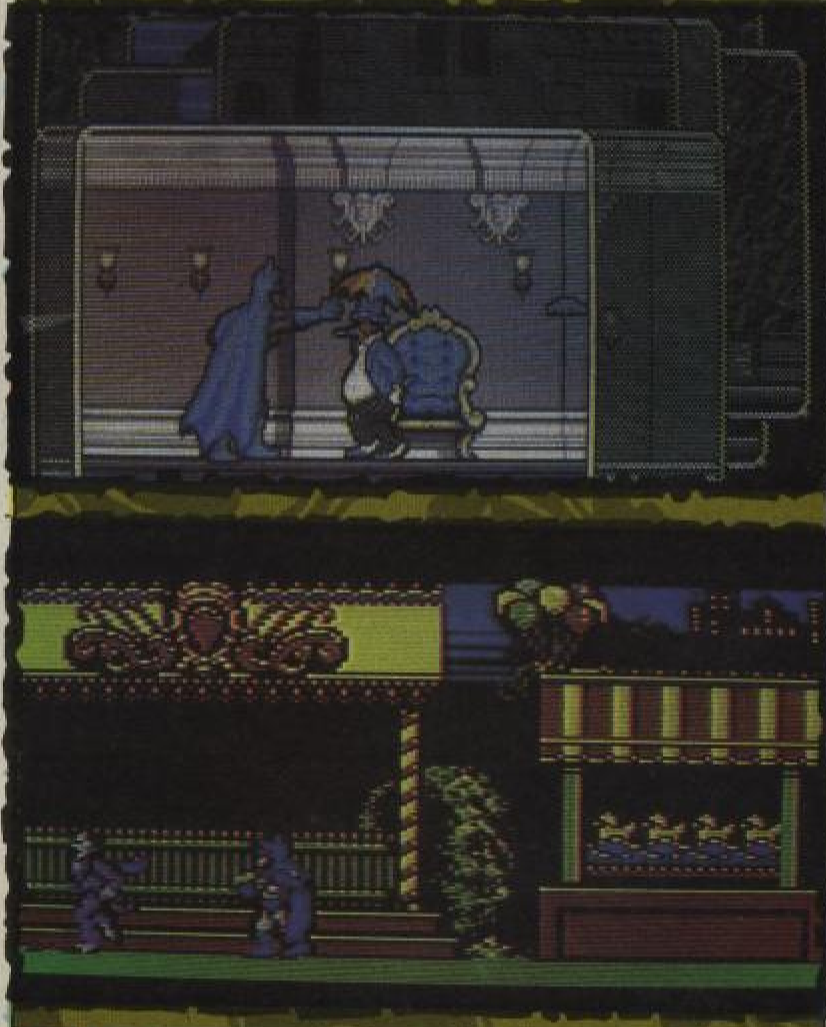
After that, it's off to a town full of bad guys – and bad guys need capturing, don't they? Stay out of trouble and watch out for it – it should be in the shops now.

WHOLLY OCEAN BAT LICENCE

Na na na na na na na na, na na na na na na na na, *Batman*!

OK, that's the self-indulgence over with, now on with the news. There are two versions of this game, both of which we're going to review next month, since they just eluded our deadline this time round. However, if you're wondering whether or not to buy either the Amiga or 64 version, wonder no longer. We'd definitely recommend you take a look, since they're both pretty fab 'n' triff: Ocean have pulled another cracking conversion out of the bag.

For more details, see next month's review; until then, look at the screenshots!



BYLINES' REVENGE

Dot dibby dot dot Grandslam, those cool 'n' froody dudes who brought you *Pacmania* on the 64 and Amiga, are about to provide you with interpretations of the licences for *Thunderbirds* and *The Running Man . . . klick klick klick*

On the *Better Dead Than Alien* packaging (64 version) you may see some recommendations from ZZAP! Ignore them – they apply to the Amiga version we reviewed: the 64 version will be reviewed next issue, and isn't quite as good.

Whirr whirr klick Annnnd finally . . . those of you who entered the *Armalyte* comp and are still waiting for £1 Thalamus vouchers, be patient! It takes a long time to type out all those names, you know. Rest assured they'll be along soon.



WEC LE MANS









WEC Le Mans is not a game -



TIMES OF LORE

Origin/Microprose, £9.95 cassette, £14.95 disk

Things aren't looking too good in Albareth. For a start, nobody's seen hide nor hair of the High King or his son for 20 years. A regent has taken their place but he's losing his hold over the kingdom – it's not even safe for him to set his little tootsies out of the palace.

Being the sort to take advantage of any form of national upheaval, rogues, orcs, slimes (slimes?) and skeletons are getting their act together and turning the countryside into one big seething mass of danger. Aargh! Can it get worse? It certainly can – the three artifacts which have ensured the kingdom's peace in the past are lost. (Shock, horror, oh no, etc.) Unless some fool adventurer tries to restore order, Albareth is lost.

Well, it's obvious who this fool adventurer is going to be, isn't it? Yup, you. Er . . . well, you in the guise of one of three characters, anyway. Before you start, you pick an identity: Knight, Barbarian or Valkyrie. Each has their own abilities – the Valkyrie, for example, is weaker, but her exceptional agility makes up for it.

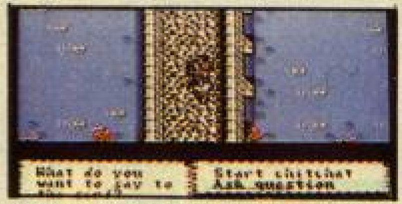
Starting out in the inn at Eralan, the capital, you move through the 13,000 (cor!) different screen locations (a top-quality, poster-sized map is included in the packaging) fighting monsters and performing tasks for the people that you meet.

KH

I love adventures and all that stuff, so I was really pleased to see an arcade adventure designed to get more people interested in RPGs. Well, Times of Lore **is definitely user-friendly – you hardly have to read the instructions if you don't want to and the icon-system means you need never let that hot little joystick out of your hand! There's an incredibly large environment to explore and, once you get into it, plenty to occupy your mind. However, it does take just slightly *too* long to get anywhere. At least half of the game involves travelling around a pretty samey environment killing orcs and collecting money – big deal! If you're a real joystick junky, you might find this a tad-ette too slow and boring. If you're the slightly more ponderous and thoughtful type, on the other hand, rush down to your nearest software stockist and give this top-quality package an energetic whirl.**

A joystick-operated icon system allows you to pick up, drop, examine and use objects, talk to other characters or give them one of your possessions. In conversation mode, the screen flashes up a further menu of possible alternatives which vary according to the character. You can make chitchat or ask specific questions. Each time a new key word is mentioned, a gong sounds to let you know that there's something new to ask about.

Killing enemies occasionally reveals money, extra weapons or magical objects. Transportation scrolls, weapon scrolls and healing potions come in pretty useful when your life-force is being drastically reduced by a bunch of smelly orcs.



▲ **Do you really think you should be going that way, Cam?**

Energy is replenished every time you spend the night at an inn. On the disc version, your position is automatically saved so that next time you play, you can start at the inn at which you last slept. Good, eh?



Well, if this was intended as a sort of halfway house between arcade action and RPG, it must have got lost somewhere in between. The arcade action is incredibly repetitive and involves very little skill; not only that, it takes so long to get to any of the role-playing parts that there just isn't enough happening at first to drive you wild with animal enthusiasm for any later aspect of the game. Shame really, because the icon-system works smoothly, the conversation mode is excellently presented and all the different magic objects could have made for lots of variety. If only there wasn't so much aimless wandering around . . .



▲ ***Times of Lore*: lots of wandering around looking for treasure and trying to bash people over the head**



Hmmm . . . well here we have one of those games that's great if you like this sort of thing but probably very boring if you don't. With its bold and colourful graphics (the scrolling's a bit jerky though) and its extensive and complex play environment there's plenty to keep any fat and enthusiastic RPG novice occupied. If on the other hand, you're one of those bleary-eyed people who hasn't got time to spare for anything other than a hard-action, bash 'em into the ground sort of shoot 'em, beat 'em, smash everything you see 'em up, this just isn't for you. As for everyone else, £9.95 isn't much to pay for the sort of boxed package, gorgeous map and thick manual which normally comes a whole lot more expensive – is it?

PRESENTATION 95%
Really user-friendly menu system, top-quality packaging – including colourful poster-sized map – one load, and it's dead cheap.

GRAPHICS 75%
Colourful indoor and outdoor scenes plus a wide variety of ghoulish monsters – but the scrolling is quite jerky.

SOUND 60%
Atmospheric medieval title tune but in-game sound is limited to sparse spot effects.

HOOKABILITY 85%
The controls are so user-friendly and the packaging's so inviting that you just can't wait to have a go.

LASTABILITY 90%
Estimated playing time is 200-300 hours – that should keep you busy, Norman.

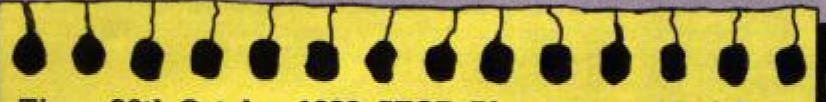
OVERALL 80%
An original and very professionally executed RPG-style arcade adventure.



TOTAL ECLIPSE

Incentive, £9.95 cass, £12.95 disk

●Defeat the ancient Egyptian curse in Incentive's latest 3D stunner



Time: 26th October 1930. STOP. Place: pyramid of the Sun-God Re, Egypt. STOP. You have two hours to negate an ancient curse. STOP. Fail and the world will be destroyed. MESSAGE ENDS.

Cast your mind back to an ancient time, a period when the people of Egypt built pyramids in honour of their kings and worshipped mysterious gods.

The High Priest is angry. The Egyptians are rebelling and refuse to continue carrying out their usual sacrifices to the Sun-God, Re. In retaliation, the priest sets a terrible curse upon the people of his land. The topmost chamber of a great pyramid is dedicated to Re. If anything blocks the sun's rays within daylight hours, the shrine will be destroyed and the moon will explode. The ensuing shower of meteorites will make sure that the world as we know it cannot survive.

Only one person possesses knowledge of this terrible secret.



► Watch out, there's a mummy about!

▼ So many doors to choose from in a world of mazes – one wrong move and you'll end up dead

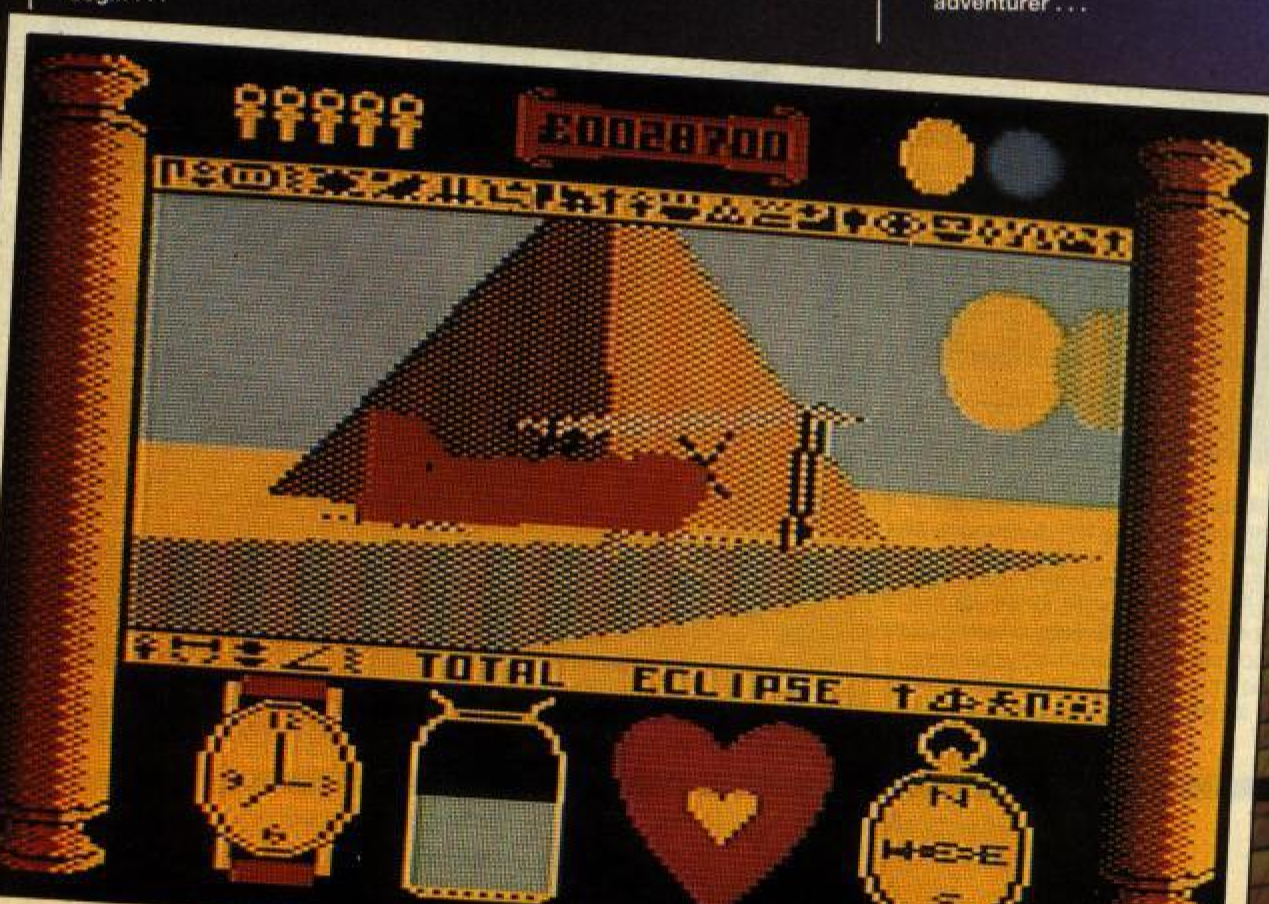
One way and another, I happen to have rather a lot of Egyptian blood bubbling about inside my veins, so I was really chuffed when I heard Incentive were giving Freescape an oriental theme. I'm even happier now that I've actually seen it. I mean, Driller **and** Dark Side **were pretty fab 'n' triff but** Total Eclipse **is even better! Not only have you got an incredibly complex 3D environment – this time with steps and galleries which actually allow you to overlook lower levels – but you get a whole bunch of really deep and devious puzzles to solve as well. The graphics are incredibly impressive and the eastern music really contributes to the tense and pressured atmosphere. I suppose you think I'm going to do my usual jig to celebrate. Forget *that* – I'd rather have another game.**



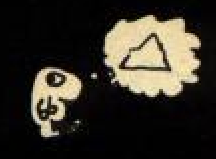
▲ Your energy is running low, adventurer . . .



▼ An epic adventure in a world full of African promise is about to begin . . .



Whether or not you'll like this depends on whether or not you like Freescape. However, even if you thought Driller **and** Dark Side **were a bit slow, take a look at this, because it really is an example of a game where the initial slowness of playing is compensated for by the atmosphere of getting involved. After half an hour's play, you won't really notice the sluggish 3D – and since the action will take you a hell of a long time to complete, that's pretty good! You really feel as if you're in the 30s exploring an ancient Egyptian pyramid – and the sharp time limit only adds to the excitement. If you want to explore a 3D world on your 64 that's *better* than either of its predecessors, take a look at** Total Eclipse.









Yup, that's you. A total eclipse has been forecast and you've got to destroy the shrine at the apex of the pyramid before it occurs. Otherwise – kaput.

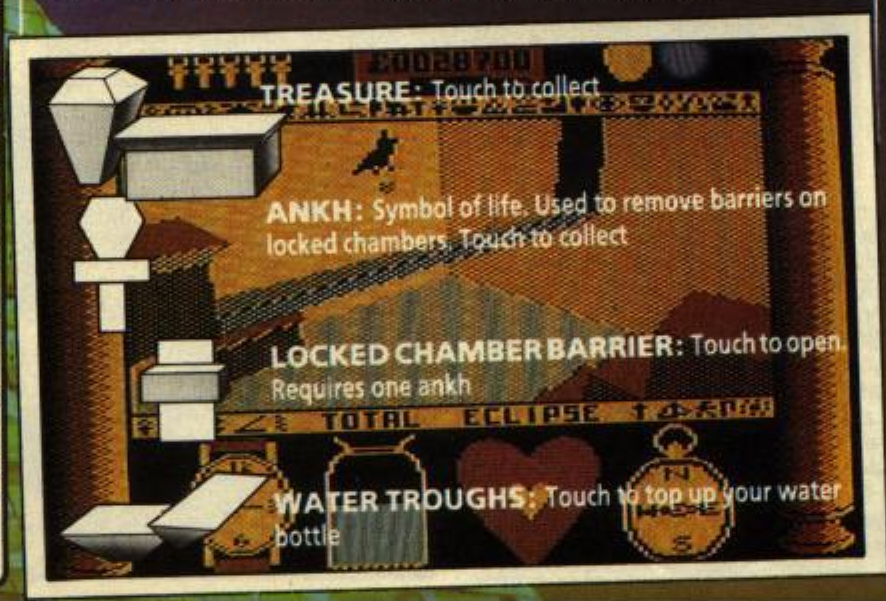
And this pyramid is no piece of cake, so don't go thinking it's gonna be easy. To put it bluntly, unless you make a map of its various chambers, galleries and rooms hiding mysterious artefacts, you've had it. Worse still, many of the rooms contain devious and disorientating puzzles (locked doors, self-raising walls, trip wires, pressure pads) – you've only got a pretty limited supply of water and any really strenuous exercise is likely to tire out your heart. Ouf!

Certain barriers can only be dealt with by shooting (lucky you remembered to bring your revolver) or if you've got an ankh – one of a set of mysterious symbols scattered around the area).

The action unfolds in glorious Freescape first person perspective 3D with the usual array of dead helpful controls at your fingertips. You can alter the size of your step, the angle of view, look up, look down, stand, crouch, and even stop to rest.

Oh yeah – there is *one* advantage to being the saviour of the world: you can use part of your precious two hours to collect the treasure that some careless ancient Egyptian has left lying around. If, and when, you ever get out, you won't just have rescued the entire world – you'll be able to buy most of it as well!

I've never really gone overboard for Freescape (mainly because it always seemed a bit slow) but once I'd gotten into Total Eclipse, I was far too busy messing about with all the puzzles to worry about the speed of the game. You may only have two hours before the total eclipse but I reckon with such an enormous pyramid to explore, in real time it'll take you months and months. All those rooms at different levels do get a bit confusing, though – so you've really got to make a map. I found the music (a repetitive eastern grating noise) a bit irritating, but the depth of the gameplay definitely makes up for it. If you prefer games with a bit of substance rush out and get this NOW.



PRESENTATION 93%
Comes in a glossy cardboard box with quality A2 colour poster. You can save the game at any time, and there's atmospheric on-screen presentation.

GRAPHICS 85%
Brilliant 3D but if you haven't come across Freescape before, you might find it a bit slow-moving at first.

SOUND 70%
Eastern tune might grate a bit after a while; some paltry spot effects.

HOOKABILITY 80%
Freescape's a bit hard to get to grips with initially and you'll have to use the keyboard (gasp!).

LASTABILITY 95%
The puzzles have incredible depth so you'll be playing for hours and hours and hours and . . . get the picture?

OVERALL 94%
The most complex and captivating Freescape adventure so far.

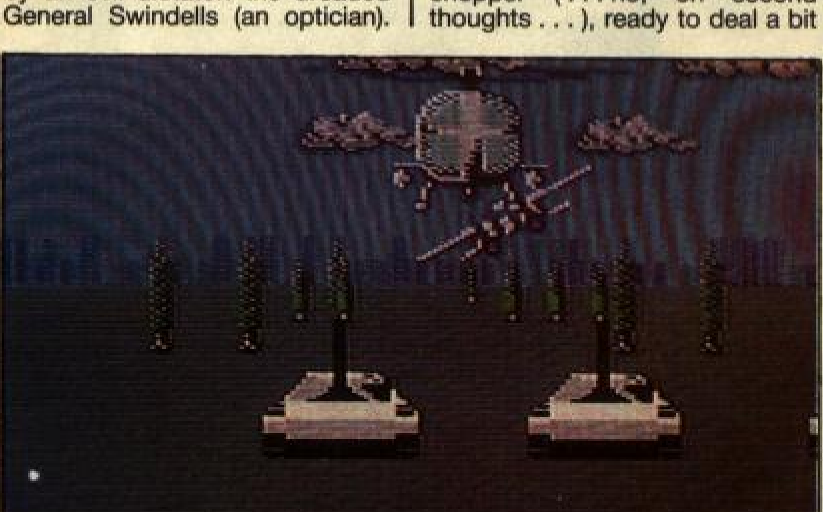
THUNDER BLADE

US Gold, £9.99 cassette, £14.99 disk

It's a good job that there are a lot of people in the world that live for solo battles against terrifying odds, else where would the computer games industry be? Anyway enough of this chat, on with the review . . .

Your country is being terrorised by an evil dictator: the dreaded General Swindells (an optician). His troops are spreading across the land from their headquarters, stomping the defending forces into the ground. But they haven't counted on . . . SUPER-ACE-BRILL-MEGA-BRAVE-AND-DARING-HELICOPTER-PILOT (yay). You take to the skies in your trusty chopper (. . . no, on second thoughts . . .), ready to deal a bit of rough justice to the dreaded General.

First you must fly through the city (beginning from a bird's-eye view and switching to 3D) which is infested with enemy tanks and helicopters, immediately followed by an attack on the invaders' warship. Next comes the desert, with more enemy craft and many rock



▲ Quick! Blow up those ground-based joysticks before they annihilate you!



I'd never played Thunder Blade when US Gold announced that they'd be converting the game, so I thought I better had. On seeing it I thought 'Oh, this is nice. Those plucky people at US Gold will have a hard task ahead of them in converting it – 3D like this is going to be tough to transfer to the 64'. Now it's finally here, I can see that they really haven't made too bad a job of it. The graphics are still a little jerky but the gameplay has kept the difficulty of the arcade original. The tunes are OK as well, if a little grating. So what can I say? Well . . . it's quite a playable conversion – and much more respectable than certain other big names we've seen this year. Take a look.



When I heard that Chris Butler was undertaking the conversion of Thunder Blade, I thought to myself 'I hope it's better than Space Harrier'. Fortunately it is . . . but not that much. There was many a snigger when the buildings on level one were seen to wobble like jelly as we flew past! The game isn't *too* bad to play, but it's not really very good. A lot of the time I felt that the way that the enemies attacked you before you had chance to fire was unfair and the drifting missiles don't help. The 3D caverns on level two are quite exciting though, but they're not ten quid's worth of exciting. I can see people getting a bit peeved about this . . .

ESPIONAGE

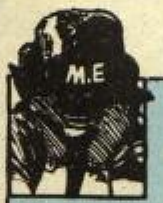
Grandslam, £9.95 cassette, £14.95 disk

All you would-be spies out there get your black hat and dark glasses on, because Grandslam have converted the cult board game *Espionage* to the 64. A game of double-dealing and intrigue; of nefarious doings and back-stabbing; of . . . *(we get the picture – Ed)*.

The object of the game is to become the Master-Spy by locating and returning to base the all-important micro-film canisters. This sounds easy enough, but you're not the only one trying to be a Master-Spy. There are three other agents trying to outdo you and nab the canisters before you get a look in. Your task is carried out by a team of 12 agents, including surveillance agents, courier agents and secret agents. Each type can move around the board in a different way, rather like in chess.

Another objective of the game is to obtain more money than the other spies by terminating agents. Terminating is similar to taking a piece in draughts. If you can move over an opposing agent and there is a free space behind them, then that piece can be 'terminated' and

"ISN'T MAFF STUPID!"

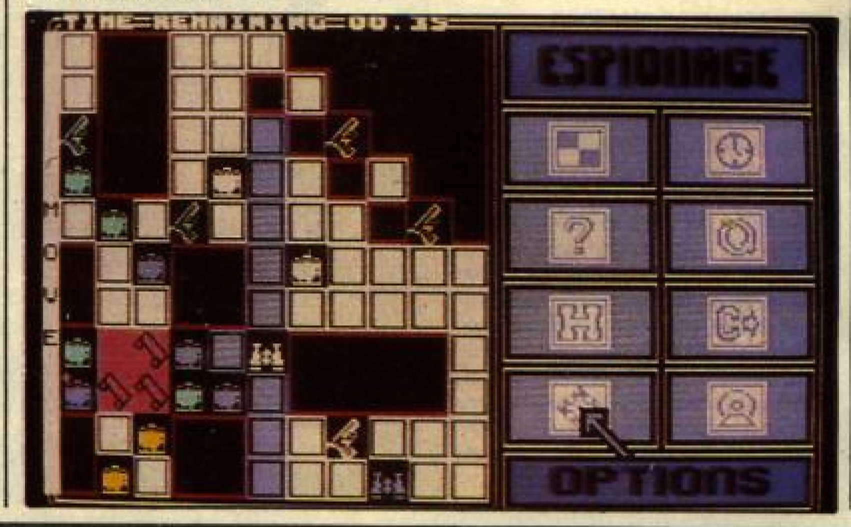


I had grave misgivings about the quality of Espionage as soon as I tried to enter the code for the manual protection. The keyboard entry system wasn't exactly user friendly, as three letters came up at once – and deleting them was just as confusing! The game itself isn't so great either, with more time spent waiting around for the computer players to decide what they are going to do. The symbols on the board are rather small and are sometimes confusing. I often didn't realise that a piece that I could have terminated was in possession of a canister. The sound is pathetic too, consisting of a few in-game bleeps and a dreadful tune. Where's all the extra presentation thaa computer board game needs? Not in Espionage, that's for sure.



What with Risk last month and now Espionage, it seems to be fashionable at the moment to have computer versions of board games. Unfortunately, Grandslam's conversion doesn't add anything to the original gameplay. In fact, in some ways it's worse. Only a certain section of the board can be seen at a time, depending on whose turn it is – and the zoom option limits this even further. On the gameplay front, I have to say that it's not much fun sitting around for five minutes while the other faceless computer players ponder their next move. For this reason I can only see the game having any appeal if more than one player takes part. So why play it squinting at a computer monitor when it's simpler on a board where you can see what's going on? Potential spies would be best off saving their money and getting the board game.

▼ It doesn't look all that fab 'n' triff, does it? See this review for further details!



formations to dodge. The third level takes place over a river delta before entering the last stage in the refinery outside the enemy HQ.

You are armed with cannons and missiles (cannons for air targets and missiles for ground targets) and two backup helicopters (I wonder how they ship out the spare helicopters . . . ? never mind).

Can you make it through the enemy defences and save the world (again) or will you be a sensible coward and stay in bed?

PRESENTATION 49%
Adequate controls, but extras only really consist of a score table.

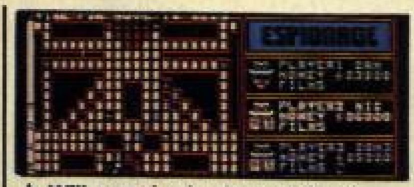
GRAPHICS 56%
Fair 3D, but some of the scenery wobbles like hell.

SOUND 68%
A few average tunes and pretty basic sound effects.

HOOKABILITY 66%
Good fun if you don't mind the unstable backdrops.

LASTABILITY 52%
Not a lot of variety to induce lengthy gaming.

OVERALL 69%
Not bad, and it might work out cheaper than playing the arcade version.



▲ Will somebody please tell me what's going on?

removed from the board.

Play continues until the time limit is reached or all the micro-film canisters have been returned to the bases.

PRESENTATION 46%
A few options and some nice bumf in the packaging, but the in game presentation sucks.

GRAPHICS 38%
Bland character graphics which are often confusing.

SOUND 29%
One or two spot effects and a dismally bad tune.

HOOKABILITY 42%
Starting off against the computer is instantly very difficult.

LASTABILITY 36%
Continuing to play the computer opponents is very boring.

OVERALL 41%
Only good for two or more players, so buy the boardgame instead.

EXPLODING FIST +

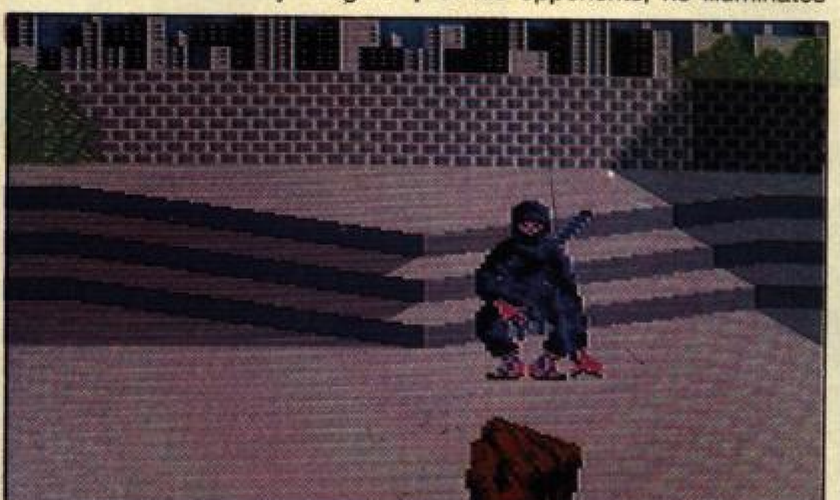
Firebird, £9.99 cassette, £12.99 disk

After a hard day at the inflatable toy factory it's time to relax . . . You pull on your Kung Fu pyjamas and get down to the centre of town to beat the living daylights out of two similarly-minded martial artists.

So there you are, in the middle of the street in your jammies, faced with these two mean-looking Orientals – what are you going to do? What you're going to do is show off those 16 fancy Kung Fu moves you've been practising on your granny, beat these guys to muesli and get yourself moving up the Dan league table to the commanding position of tenth Dan.

Your repertoire of martial manoeuvres includes five different punches, three kicks, two leg sweeps and numerous evasive movements (even forward and backward cartwheels – oooh!). When a fighter scores a hit on one of his opponents, he illuminates one of six score lights; two if he scored with a torso or head blow. At the end of each timed round, the player with the least number of lights lit loses and is disqualified from the next round.

Every two rounds there's a bonus stage, in which you have to move an on-screen hand into the optimum position for throwing daggers into ninjas who are rushing across the rooftops to get you. If one lands on the plaza where you're standing it's back to the streets for more beat 'em up larks with your two pugilist pals.

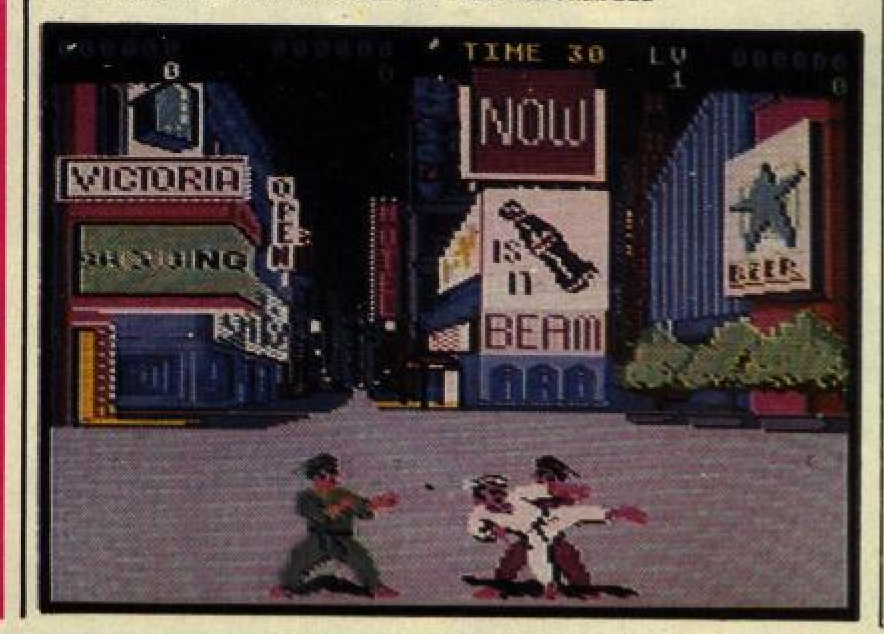


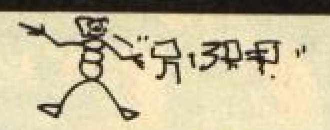
▲ Can Cameron hit that Ninja? Shuriken! (Geddit? Oh – please yourself, then)



Beat 'em, biff 'em, do a cartwheel into their mush – yeah! Erm . . . I've liked this sort of game ever since I clapped eyes on Yie Ar Kung Fu – ooh, ages and ages ago. OK, so this isn't the greatest example of Kung Fu fun, but it is quite enjoyable while it lasts – even if that isn't all that long. The graphics and sound aren't a patch on IK + and the action isn't all that tough to control but somehow Fist + just grows on you. Still, IK + would probably grow on you more . . . If you just want one really good Kung Fu simulator, this probably won't be the one. On the other hand, if you're a bit of a karate chop freak, at least give this a whirl.

▼ More than a few overtones of *IK+* – but it isn't half bad







Hang on, haven't we seen this somewhere before? This is very much like System 3's International Karate +, except it's not as polished graphically or sonically. The quality of the sprites and backgrounds hovers just above average, but the use of sound seems to comprise sampled parrot squawks from the fighters and an awful background dirge. The fighting action is surprisingly easy to control considering the number of moves – there's even a couple of new ones, like the cartwheels and the back elbow, which should impress anyone's tortoise. On the whole, Fist + is good fun to play for a while, and the knife-throwing sequence puts a bit of spice into the game, but it needed to be better presented to make it a serious competitor for IK + – especially at this price.

PRESENTATION 44%
Below average title screen, no real front end, but there are one and two player options.

GRAPHICS 69%
Competent sprites and animation. Backgrounds aren't much to look at, though.

SOUND 51%
Raucous sampled squawks from the fighters coupled with toneless music.

HOOKABILITY 72%
Playable and even mildly addictive once you've mastered the 16 moves.

LASTABILITY 67%
There is some urge to reach Tenth Dan, but after that there's only an improved score to keep you playing.

OVERALL 68%
A good but expensive beat 'em up, and not as polished as IK +.

SHAKE. RA

F-14 AFTER BURNER AERIAL ARCADE ACE





AFTERBURNER – 'THE ARCADE S

Available on C64 cassette (£9.99) and disk (£14.99), Spectrum (£12.99), Amiga (£24.99)

ATTLE. ROLL IT . .



Amiga screen shots shown

ST screen shots shown

SENSATION OF THE YEAR'

Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99),

and MSX (£9.99).

AFTERBURNER – You've played the arcade **smash** – now **experience** the white-knuckled **realism** of a supersonic **dogfight** at home! Using your heat-seeking **missiles** and laser anti-aircraft **fire**, can you be **top gun** against a seething supersonic **swarm?**

Experience brain-numbing **G-forces**; bones **rattling** with the body-jarring **pitch** and yaw . . . **scan** with your **radar, lock on** your target and **FIRE!**



DOUBLE DRAGON

Melbourne House, £9.99 cassette, £14.99 disk

What is the world coming to? What kind of life is it when a girl can't walk the streets without the threat of attack? Marian was just about to set off into town when the leader of the Black Warriors gang took a fancy to her and had her kidnapped. Boo hiss.

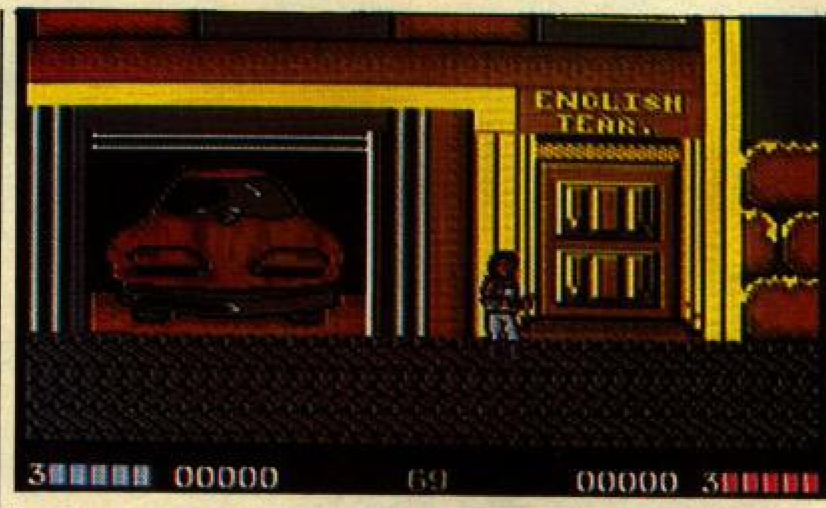
Billy Lee, Marian's boyfriend, and his brother saw them and decided to give chase. Unfortunately, the Shadow Boss has left hordes of his minions behind. Unless the brothers manage to overcome these baddies using their hands, feet and any other objects they pick up along the way, Marian is doomed. Boo hiss (again).



Double Dragon in the arcades is one of my most favourite games, so I was naturally looking forward to a home conversion. It's a real pity that the 64 conversion is absolutely pathetic. I thought the point of a conversion was to put all the elements of the arcade original into the home version. Unfortunately, the programmers have left out quite a lot of things, such as the pit on level two where the enemies are supposed to fall, the large enemies that burst through walls and the dynamic knee-in-the-groin and shoulder-throw moves. Also to its detriment are appalling graphics (which glitch) and feeble sound. Oh – and it's a multiload. *Aaaaaargh!*



Looking at this I have to keep reminding myself that the standard of arcade conversions really is improving. Generally speaking, conversions are getting better – Double Dragon **just isn't one of them. It's not even one of those really hard to convert coin-ops that you'd always find a bit disappointing on the 64. I mean, there are quite a few really fantastic beat 'em ups –** Target Renegade **and** IK+**, for example – so you can't blame the shortcomings of the conversion on the machine. Nobody's expecting the 64 version to be exactly like the coin-op (that *would* be stupid) – just a fair representation. With such primitive graphics, basic sound and a really tedious multiload, Melbourne House definitely haven't managed that.**



▲ **We bet you all went out and bought this, as well. Wait for the ZZAP! review next time!**

PRESENTATION 21%
Poor control and slo-o-ow multiload.

GRAPHICS 30%
Tiny, poorly coloured sprites that glitch badly.

SOUND 32%
Grating tune and a few completely inappropriate effects.

HOOKABILITY 17%
As soon as it starts, you think 'What the hell is *this?*'

LASTABILITY 8%
Boring halfway through the first game.

OVERALL 15%
One of the most disappointing arcade conversions ever.

HELLFIRE ATTACK

Martech, £9.99 cassette, £14.99 disk

Ever fancied mucking about in helicopters just like Noel Edmonds. No? Well, go away then.

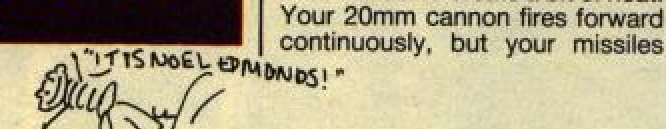
Still here, are we? OK, then, get over to that bit of hostile territory over there and create a bit of heat. Your 20mm cannon fires forward continuously, but your missiles have to be targeted by manoeuvring your sights. Bang.

Enemy missiles aren't as powerful but follow you doggedly until their guidance systems get bored or you make good your escape with a quick burst of turbo thrust.

No job for a DJ, eh?

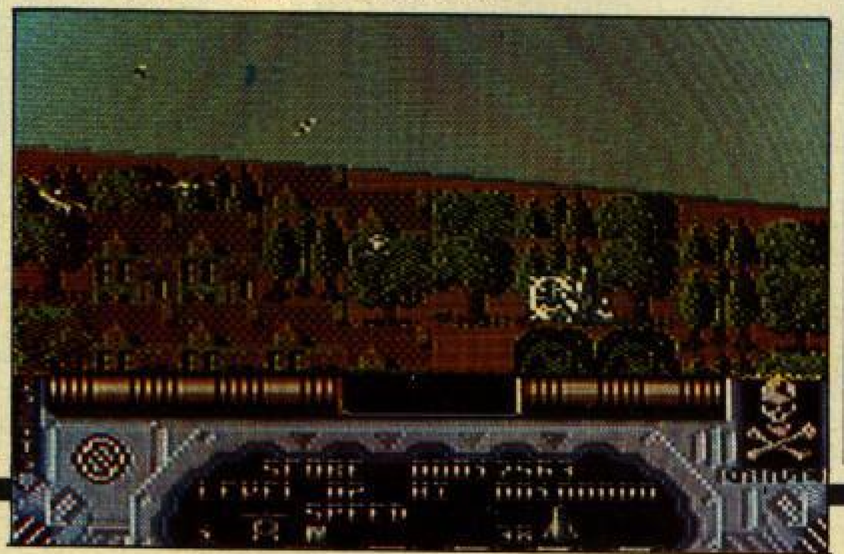


No, this doesn't look like it's a cross between Afterburner **and** Thunderblade. **Not a bit. Well, all right, it does – and it's not terribly good. The graphics aren't too bad stationary but when they move, they don't create any really convincing 3D effects. When you bank your helicopter, the chunky rows of landscape graphics turn into a flight of steps – and ground objects (like towers) don't lean over to stay at a right angle to the horizon. Ignore the graphics and the suspect collision detection, and you should get a few hours of blasting entertainment 'cos it does have a few neat touches. There's the ejected pilot for one. Can you imagine an ejector seat in a helicopter? BOOM. SHKSHKSHKSHK. Urgh. I hate kebabs.**



Oo 'eck! This could cause a few problems! This game owes a little to those 3D flying game we all know and . . . er . . . know. Unfortunately, the 3D effect in Hellfire Attack **isn't too realistic, especially when the horizon tilts and leaves the ground objects straight. Or maybe that's what it looks like in a helicopter . . . ? The enemy helicopters and planes don't exactly present a playable challenge as they vary from incredibly easy to impossibly hard with no inbetween stage. This isn't exactly my idea of playability but it could appeal to those who like nothing more than sticking a pound coin in those arcade thingies for a few minutes' flying.**

▼ **Oh dear, oh dear – this is *not very good at all***



PRESENTATION 66%
Nice cartoony title screen and a few neat touches, but nothing to make the game any more interesting.

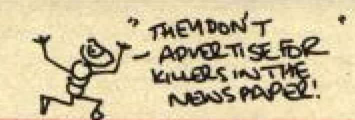
GRAPHICS 41%
Individual sprites aren't bad, but the jerky 3D effect doesn't provide much in the way of exhilaration.

SOUND 51%
Bland music and jingles, but the sound effects are atmospheric.

HOOKABILITY 50%
Easy enough to pick up and play, but not overly addictive.

LASTABILITY 39%
Ultimately uninteresting gameplay doesn't hold your attention for long.

OVERALL 48%
Don't expect a thrilling 3D arcade experience and you won't be disappointed.



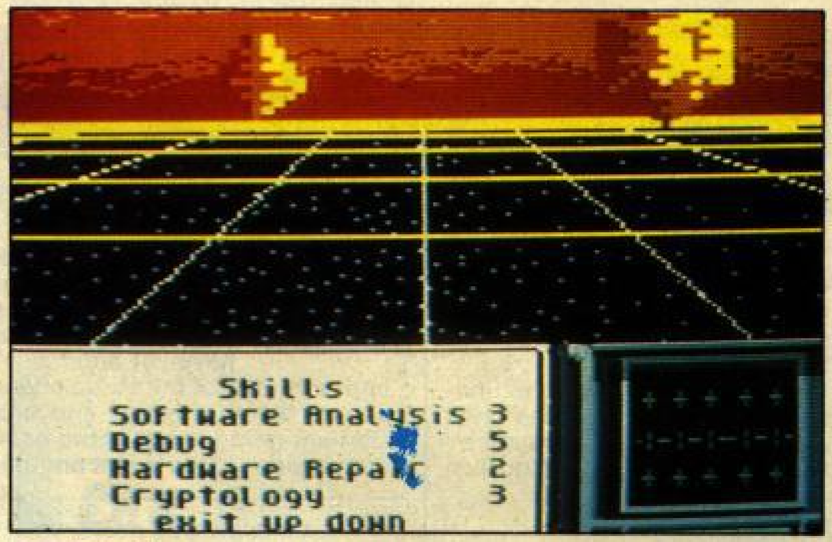
NEUROMANCER

Interplay/Electronic Arts, £14.95 DISK ONLY!

Slowly, as you wake up, the world that gradually swirls into focus looks suspiciously like the close up view of a plate of synth-spaghetti.

Just after wondering what the hell is going on, you begin to remember. You've been in Chiba City for a couple of days now, having pawned your deck to get money to live. The money soon went on liquor and synthetic food in an attempt to shut out the things that brought you to Chiba City in the first place; the disappearance of fellow Cowboys, the weird thing going on in Cyberspace – and just how the hell are you going to stay alive? The secrets to these mysteries can only be solved within Cyberspace itself, but getting in isn't going to be as easy as it seems.

The first thing you must do is get your deck back . . .



▲ Cor! Just like that old chestnut, *Beam Rider*

M.E

My expectations of Neuromancer **were initially very high, since it dealt with a subject I'm very interested in, but when I first saw the game, I thought that it was a bit like** Maniac Mansion **rather than a Cyberpunk fantasy. After playing the game for about an hour my thoughts changed a lot. The atmosphere grows the longer you play the game due to all the subtle Cyberpunk workings of the plot; the Decks, the PAX network system and the background conversations that build a world for you to explore. My only criticism is that each location is held on disk, making moving through Chiba City a slow affair. But 15 quid for a two-disk role playing game isn't bad, and** Neuromancer **gets my vote of confidence any day!**



I tried to get myself into the right frame of mind for playing Neuromancer **by imagining things like the opening sequences to** Blade Runner. **I didn't have to bother: Interplay have managed to include a great deal of this kind of atmosphere in the game, setting off modern structures against decayed buildings and adding subtle technological references so cleverly that you soon take them for granted. When sending messages on the PAX, I even started using a chatty tone which was understood! This kind of detail is what makes a role playing game brilliant, and** Neuromancer **is a very high quality program indeed. It's just a shame that cassette users will miss out.**



I like this sort of game and I like Cyberpunk, so naturally I think that Neuromancer's **great! I thought that** Blade Runner **was dead good and this is as close as a computer game has ever got to capturing the atmosphere of the film, especially when you think of CRL's disappointing license. Playing the game is rather like actually being a character in one of William Gibson's books – that must be a good thing, since it's based on one! The balance between the run-down and the futuristic is just right and gives the realms of Chiba City the kind of depth only usually found in serious adventure games. Future freaks with disk drives should invest in a copy as soon as possible.**

CHIBA CITY TERMINOLOGY

(to help you understand the review better)

Synth-spaghetti: A form of artificial fast food.
Chiba City: An area by Tokyo Bay in the Kanto District of south-central Honshu, Japan.
Deck: A personal computer network terminal which allows entry into many systems, including Cyberspace.
Cowboys: Generic term for Deck Operators.
Cyberspace: A computer matrix, rather like another dimension, which contains many computer networks.

▼ Our New Romantic prances around chilly Chiba improving his chips. Chips? What are we talking about? Gibber gibber . . .



PRESENTATION 88%
Brilliant in-game presentation with many subtle points, but the frequent disk access slows things down at times.

GRAPHICS 90%
Wonderfully atmospheric, creating a believably futuristic world to explore.

SOUND 72%
Rather scratchily sampled title music and sparse in-game music and effects.

HOOKABILITY 82%
Since it's a role playing game it takes a while to get into.

LASTABILITY 91%
Avid RPG and Cyberpunk fans will be hooked for a long time.

OVERALL 84%
Interplay come up with the goods on an unusual and interesting license and turn it into a very satisfying RPG.





RETURN OF THE JEDI

Domark, £9.95 cassette, £12.95 disk

There can't be many people reading this who haven't seen the film *Return of the Jedi*, so we won't go over the whole story of the film now. Suffice to say, the rebels have landed on the Empire-occupied moon of Endor.

In the first section, you're Princess Leia racing through the forest on her speeder bike pursued by Imperial soldiers. Ewoks hidden in the trees trap passing riders; you dismount enemies by shooting them, knocking them into obstacles or into an Ewok trap.

Next comes the assault on the Imperial bunker – this time you're Chewbacca controlling an Imperial scout walker. Another level, which has you in charge of the Millenium Falcon on its approach to the Death Star, appears intermittently.

Reached the bunker? Lando now flies the Falcon into the heart of the Death Star and destroys the energy converter which starts a chain reaction, destroying the Death Star and so winning the battle. Hurrah!

I always look forward to the 64 versions of the Star Wars **arcade games, but I'm always disappointed.** Star Wars **was too slow, as was** The Empire Strikes Back. **Now we come to** Return of the Jedi **and we have yet *another* disappointing release. The game captures little of the atmosphere of the coin op original: rubbish sound, bland graphics and unappealing gameplay. When are Domark going to get some brilliant programmers in to do their conversions? This is just another average blast.**



Domark are renowned for their conversions of the Star Wars **series of arcade games – unfortunately, this one's pretty mediocre. The graphics are poor, but the most irritating element is the loose control method, which makes you zoom off in totally unexpected directions – not a factor guaranteed to keep me clinging on to my joystick. I'd only recommend this to die-hard fans or those who've got the other games and want to complete the set.**



▲ Da da da da da-da da da-da . . . er . . . clunk!

PRESENTATION 51%
Disjointed level switching, dull attract mode and an overall shabby appearance.

GRAPHICS 60%
Range from quite nicely defined to gaudy and blocky in both sprites and backgrounds.

SOUND 43%
Very weak effects and dull renditions of the film tunes.

HOOKABILITY 67%
Many will be attracted by the name . . .

LASTABILITY 49%
. . . but once played a few times, the appeal will wear off quickly.

OVERALL 61%
Certainly not the game it could have been.

GUERILLA WAR

Imagine, £9.95 cassette, £14.95 disk

An island is under the tyrannical rule of an evil oppressor. A severe form of martial law has been enforced, with soldiers and booby traps all over the place. Fortunately, help is at hand . . .

Two mysterious figures walk onto a remote beach from their attack craft. They are set to storm past the dictator's troops and put an end to his rule of terror so that the people of the island can live in freedom.

Starting off with a powerful gun and a supply of grenades you must dispose of the enemy troops, picking up superior weapons as you go, until you reach the dictator himself and put an end to his villainy.

After the excellent conversion of Operation Wolf, **I expected to see some fairly good work from Ocean's sub-label. Instead, what we have in** Guerilla War **is an absolutely pathetic attempt at recreating the arcade game. The sprites are a mess, hardly looking human shaped, never mind detailed! The backgrounds are just as bad, giving no impression of depth at all. In fact everything about this game is poor; even the packaging is just a photograph of the arcade cabinet (wot a cop-out!). I recommend that you give** Guerilla War **the attention it deserves: that is, none at all!**



Well, if your Valentine's contemplating buying you a computer game next month with loads of big slobbery kisses all over it, make sure the box that plops through your letterbox with a big red ribbon round it isn't Guerilla War. **Unless you like messing about with badly drawn, blotchy graphics and virtually non-existent gameplay that is. I'm as fond of your average mindless shoot 'em up as the next okapi, but I really draw the line at a product as bitty and boring as this. If you do somehow manage to get hold of a copy, forget all about playing it and try and use it in a cheese and pickle sandwich instead.**

▼ Oh dear – not the best *Ikari Warriors* variant about, is it?



PRESENTATION 49%
Boring intro and a choice of control methods – all of them poor.

GRAPHICS 23%
Messy blobs of colour running over 'flat' scenery.

SOUND 31%
Scratchy music and dire effects grate horribly on the ears.

HOOKABILITY 20%
As soon as the game appears you know it's going to be bad.

LASTABILITY 12%
Yup, bad it sure is!

OVERALL 19%
The worst full-price *Commando* variant available to date.





MICROPROSE SOCCER

Microprose/Sensible Software, £14.95 cass, £19.95 disk

●A not very Sensible footy sim

Ere we go, 'ere we go, 'ere we go – only another year before the world cup. Will Brian Clough ever get to be the manager of England? Does Kenny Sansom tie up his left or his right boot first? Will Gary Lineker opt for a red, white and blue all-over spiral perm. Who knows the answer to these and other crucial footballing questions? Not us. More than our job's worth, that – we're just supposed to describe the game.

Well, that's wrong for a start because there are *two* games: traditional Association football and American Rules Six-a-Side.

Both can be played in a number of different ways: two-player friendly (one-off footballing frenzy with a mate), soccer/indoor league (up to 16 players in competition against each other), World Cup/All Star Tournament and Microprose International Challenge (designed for solo play against computer-controlled teams).

In addition to basic tackling, running and dribbling, there's yer whole range of possible moves. You can volley the ball forward, flip it backwards overhead, chip it, and perform banana shots (curl it left or right). There's full goalie control and the program allows for corners, throw-ins and goal-kicks.

Control options allow you to choose match-length, banana power, team colours and auto or manual player control. Phew!

If the weather option is switched on, chances are that your outdoor match could be interrupted by thunder, lightning and rain, plip-plopping on the surface of the pitch. Select replay if you want to see a slow-motion tele-style replay of each of your goals as they occur.

I thought Microprose were going to market this as a full-scale soccer sim with a six-a-sider thrown in free. Even with the extra game it still seems a bit expensive to me. Oh well . . . Apart from that, this has got to be one of the best soccer sims I've ever seen. Little touches like the wacky soundtrack (you've just got to hear it, believe me), rain on the pitch and the banana shot really make it something special. I'm still convinced that Emlyn Hughes International Soccer **is the best *footy* sim so far, partly because the menu system in** Microsoccer **is sometimes slightly awkward to control (make a mistake and you end up switching sides in the middle of a match). If you've got loadsamoney, get them both. If not, stick with** Emlyn, **and make sure you get** Microsoccer **later on. It's got something which many games lack – a brilliant sense of humour.**

If you're anything like me, you'll probably be dead keen on the *idea* of football but not overly desperate to get yourself out on to a freezing cold field in a pair of drafty shorts in the middle of winter. Brrr! With Microprose Soccer **you even get to play in an absolutely brilliantly simulated thunderstorm and your feet don't ever get wet! Not only that, with so many options and possible modes of play, you'll probably burn those horrible shorts and never opt for footy on one of those chilly pitches ever again (well not in January, anyway). It's great having two different games (the six-a-side's my favourite) but what I like best about** Microsoccer **is that's it's not too serious. Where else would you find a something as silly as a banana shot and a soundtrack that wails *good-by-eee* totally out of time?**





▼ Bags of humour and loads of jolly footballing japes – Sensible Software's soccer game is here at last



PRESENTATION 90%
More menus than you can eat bananas (and there's even one of those). Up to 16 player participation and options to save and load in games.

GRAPHICS 88%
Unusually well-defined overhead graphics – the best we've seen in a footy sim.

SOUND 75%
Pretty basic sound effects but very silly in-game musical accompaniment. Jolly title tune.

HOOKABILITY 78%
All the options take a bit of time to work out.

LASTABILITY 90%
So many different ways to play football you should keep going for a very long time.

OVERALL 90%
The best *overhead* footy sim we've seen so far. Buy this and *Emlyn Hughes* and you've got the two best footy games on the 64.



LIVE AND LET DIE

Domark, £9.95 cassette, £12.95 disk

The world has ignored the troubles of the small Carribean island communities for too long. Now there's a crisis. Dr Kananga, the Prime Minister of the island of San Monique, has long kept his rule by the use of voodoo and tyranny. Now he's spreading his nefarious deeds by shipping heroin to the United States. He plans to flood the market and undercut the American dealers to provide military funding for San Monique which, incidentally, is allied to the Eastern Bloc.

You take the part of 007 James Bond (no more introductions necessary, I presume) in an attempt to infiltrate Dr Kananga's (or 'Mr. Big' as he is known) headquarters and put a stop to his plans.

Q has furnished you with a super-speedboat, fitted with canons and a rocket launcher, with which to battle through Kananga's defences. Obviously a boat like this costs money, so they don't let you go haring off into battle straight away, but give you a chance to perfect your skills in a series of training missions.

The first practice tests your aiming proficiency with a series of floating targets: red, to be shot by cannons, and black, only to be



▲ **Wasn't this going to be called *Aquabl–?*: oh well, it's not now. *Live and Let Die*'s the name, and a fair old fish it is, too**

Hmm – an interesting little number this. Not good enough to have you leaping out of your seat, but not really bad enough at all to put you off. Is it like Buggy Boy? Well, yeah, but it's not quite as good. The water's not only replaced the track – it seems to have drowned all the flags and obstacles as well. What you're left with is a watered down version (geddit?) of my favourite race game ever and that just isn't enough to really appeal. Right. Those are the bad bits, now for the good: the 3D is pretty nifty and there's enough gameplay to keep you at it for quite some time. It may not be as good as the game it resembles so much, but Live And Let Die is still good fun. It's just not the same without Sean Connery, though – sniff.



There seems to be some sort of creative block which prevents Domark from coming up with anything exciting in their James Bond games, since Live and Let Die is the latest in a line of dull games with tenuous 007 connections. The 3D effect is fair enough, nipping along at a brisk enough pace to be effective, but the game itself hardly evokes any atmosphere due to the sluggish control method and tedious delays. Actually, I think that using this as a James Bond license is a bit of a con, as the boat scene of Live and Let Die is only a small section of the film. I must say I expected more than an average 3D game from the programmers of Buggy Boy.

RAMBO III

Ocean, £9.95 cassette, £14.95 disk

Does anyone out there remember the end of the film *Rambo*? You know, the bit where he goes on about wishing that his country would love him an' all that an' everyfin'. Well, it appears that his country does think something of him, as he's been asked to go on another mission where 'only the best will do'.

This time it's Afghanistan, where Colonel Trautman has been captured by the naughty un-American, pinko, commie Ruskies, and only John *'Don't push me!'* Rambo can save him.

You take the role of the hardman himself as he enters the fort in Afghanistan. You must search for Colonel Trautman and make good your escape.

You start off armed with only knives – but other weapons, including explosive arrows, a pistol and a machine gun, can be found around the fort to help you. There are a couple of disadvantages though, as the ammunition is limited and the noisier weapons attract enemy attention. Also to be found are objects such as mine detectors, infra-red goggles and medi-kits which may be of some use.

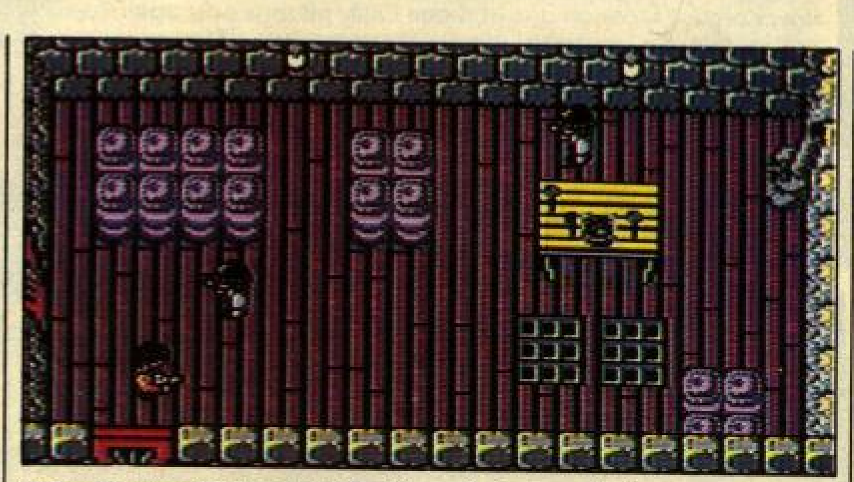
Once you have rescued the Colonel, you let him loose to rejoin the Afghan horsemen, while you escape North. On your route you will find critically placed bombs which must be primed in order to destroy the fort. Once they have all been set, you must find a helicopter and make your escape.

Unfortunately, the helicopter is unable to take you across the border, so you must fight the rest of the way in a stolen Russian tank, blasting enemy troops aside as you go. Only one rule here: kill or be killed.

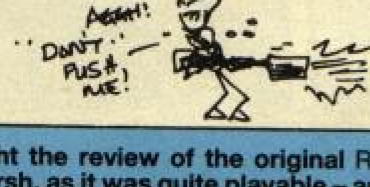
And that's it. Phew!



Although on first sight there appears to quite a lot of content in the game, Rambo III proves to be a rather tedious experience. The graphics aren't up to much – a few sprites and bland, repetitive scenery. The music can't hold a candle to Ocean's previous Rambo license (still some of the best music on the 64) and the effects are extremely weedy. The later sections, with their total style change, are a little more interesting due to the basic blasting action, but having struggled through the boring earlier stages I expected a lot more. I quite enjoyed the first Rambo game, but I can't say I feel the same about the follow-up.



▲ **Purply brown floorboards? Would a really hard macho hero stereotype walk over those?**



I thought the review of the original Rambo was a little harsh, as it was quite playable – and the music was incredible – but I found it very difficult to be enthusiastic about Rambo III. The graphics are of a similar standard to the previous license, but the sound is nowhere near as good, despite the programmer trying to emulate the feel of Martin Galway's masterpiece. Playabilitywise the game is somewhat weak; the first level is very large and the graphics are pretty samey throughout – dullsville. After battling through to the later levels, I thought 'well, yeah . . . but was it worth it?' In my opinion it wasn't *really* enough, but if you are a great Rambo fan, I suppose the blasting will remind you of the films and appeal to you. Unfortunately it just left me cold.

taken out by missiles. The next puts you up against simulated boat and aircraft targets, enabling you to get used to the type of action you may be encountering.

Prove your ability and you might be allowed on to New Orleans where you must enter the final battle with Mr Big's minions. Oooh!

PRESENTATION 71%
Nifty race selection system plus four different missions. Slightly dodgy controls though.

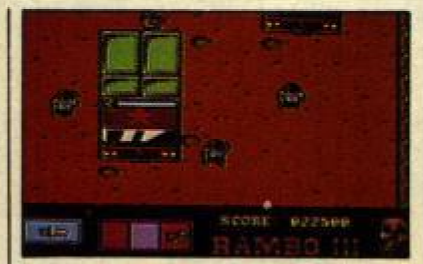
GRAPHICS 63%
Fast enough 3D, but the sprites are rather blocky and indistinct.

SOUND 49%
Minimal spot effects and a disappointing set of musical anomalies.

HOOKABILITY 76%
Interesting enough for the first few plays.

LASTABILITY 67%
It's appeal is rather short lived.

OVERALL 70%
A playable, but not outstanding, 3D race and shoot 'em up which doesn't have all that much to do with James Bond.



▲ 'Don't push me! *Don't push me!*'

PRESENTATION 61%
Adequate menu systems but minimal options.

GRAPHICS 56%
Hardly any different sprites and little diversity in the backgrounds make the first levels dull. They do improve slightly, though.

SOUND 52%
Somewhat scratchy tunes backed up with weak, sparse effects.

HOOKABILITY 48%
The first level is very boring and will put many off.

LASTABILITY 50%
Mappers and *Rambo* fans will probably stick it out.

OVERALL 47%
A shallow shoot 'em down cum maze game that relies too heavily on its nametag.



RACK 'EM

Accolade/Electronic Arts, £9.95 cassette, £14.95 disk

Aaaooo. . . .!
Sorry. Maff was just singing *Werewolves of London* like Tom Cruise in *The Color of Money*. Not that he's anything like Tom Cruise, it's just that he's trying to get in the right frame of mind to play *Rack 'Em*. We just wish that he'd sit down and stop waving his arms in the air.

The game starts as you enter the pool hall, cue in hand (oo-er, etc) ready for a frame or two. The proprietor asks you what you would like to play (straight pool, eight or nine ball pool or snooker) and chalks your names up on the scoreboard.

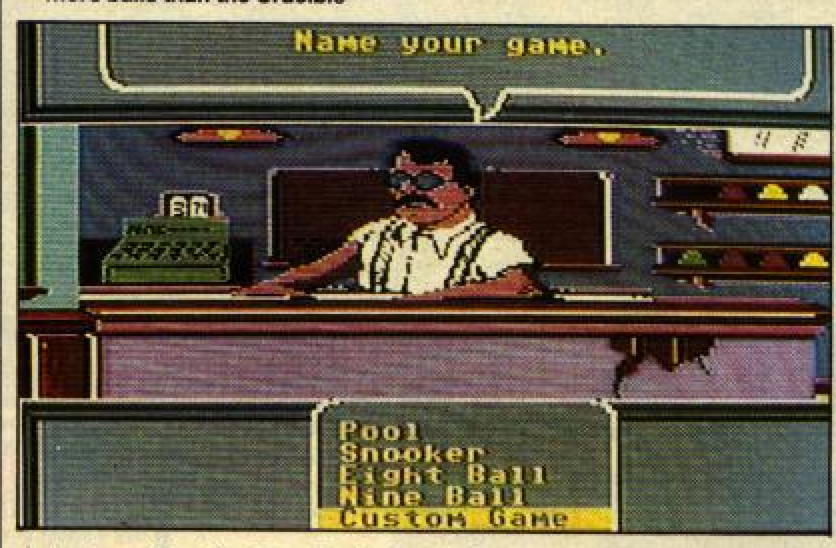
If you're playing pool and you've decided who goes first (you can even 'string' for the break), the current player calls his shot (ie, names a ball and nominates a pocket). The shot is aimed by selecting a ball to be struck and setting the impact point. Next you set it by adjusting the spin (or English as they say in America) with a cross-hair and controlling the strength by an adjustable power level. The accuracy of a shot depends on how close the moving cue is to the cue ball when you press the fire button. Complex, huh?

A number of trick shots can be performed. At first they're selected and performed by the computer – when you feel up to it, you can try them for yourself. You can even set up a custom game with rules specially tailored to your needs.

What else is needed to get the atmosphere of the pool hall? Oh yes . . . altogether everyone: *Aaaaaaoooooo – werewolves of London!!*



▲ **Probably the best snooker simulation around at the moment, and more balls than the Crucible**



▲ **Looks nothing like Steve Davis, does he?**

I quite liked the film The Color of Money **and the *idea* of playing pool, but I was never very good at it – I always think I'm about to rip the baize into shreds. Good job you can't rip the cloth on a computer billiards simulation! Accolade's product has included a lot of the rules and technicalities of pool and snooker and included them in a fairly good computer game. There are a few quirks however, such as the awkward cueing system, the strange bounce shots and lengthy shot selection. The actual action taking place on the table isn't too bad though – it's just the in-game presentation that lets it down.**



I like playing pool and snooker every now and then, but it costs a lot to keep feeding twenty or thirty pence into the tables. That's why I always pay attention when a computer pool simulation appears. Rack 'Em **is certainly one of the most comprehensive sims around, with a wide choice of games, rules and shots. The balls roll rather convincingly around the table when hit, giving a good impression of momentum and movement. All the fiddling round with options, menus and selectors makes the going a little tedious however, and limits the playability. It's a shame really, since there is such a lot included in the package that I feel like I should enjoy it, but it just takes so long to play that I got bored. It's still about the best package of this type, though.**

PRESENTATION 78%
Comprehensive rules and choice of games, but the cueing system can get rather frustrating.

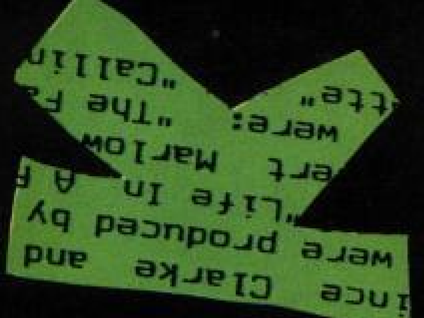
GRAPHICS 79%
Occasionally weak colouring, but effective character definition and ball movement.

SOUND 59%
A couple of dodgy tunes and the odd 'click' of the balls as they hit each other.

HOOKABILITY 61%
A little awkward to get into due to the complexities involved.

LASTABILITY 75%
If you do overcome the initial problems, there's a lot to keep you occupied.

OVERALL 74%
The best billiards sim so far – but it does have its share of niggling quirks.



Just when you thought that you'd escaped from all things Christmassy, it's time to ZZAPBACK to the 1986 ZZAP! Christmas special. A disappointing month for review software which meant that only Electronic Arts' role playing game Bard's Tale received a Sizzler. Still, Maff and Gordon look back at three highly-rated games . . . (cue wibbly flashback effect – wooooeeeeooooo!)



GAMES ZZAPBACKED
SUPER HUEY II
FLASH GORDON
WARRIOR II

SUPER HUEY II
Cosmi/US Gold

Following up the UH1X simulator came *Super Huey II*, with the simulation of a UH2X helicopter (what a surprise!). The complex atmosphere (there are over 50 dials and gauges, you know) wowed the team, just missing the Sizzler rating by 1%. Even Richard Eddy, who confessed to not liking flight sims, admitted that it had 'a great deal going for it', with Gaz Penn saying that it was 'Definitely worth a look'.

Like Richard Eddy, I can't confess to being into flight simulations, but there's something about helicopters that I find interesting. Maybe that's why I liked *Super Huey I* and *II*. The missions give you something to aim for rather than flying aimlessly in circles – another point in its favour. In fact I'd say that it's still one of the best flight sims on the 64.
ME

Like Richard Eddy *and* Maff, I'm not that keen on flight simulations, though I played this one quite a bit. Heaven knows why because it's packed with graphics glitches, the instructions are very vague and some of the missions are either impossible or pointless. There were some great ideas in there but the programming left a lot to be desired.
GH

(Maff) I think the ratings were just about right. Maybe the graphics and sound ratings should go down just a couple of percent, but that's all. It's still a good game.

(Gordon) Everything apart from sound down by about 15-20%. It's worth checking out if you see it at a reduced price, but otherwise I'd forget *Super Huey 2*.

FLASH GORDON
M.A.D

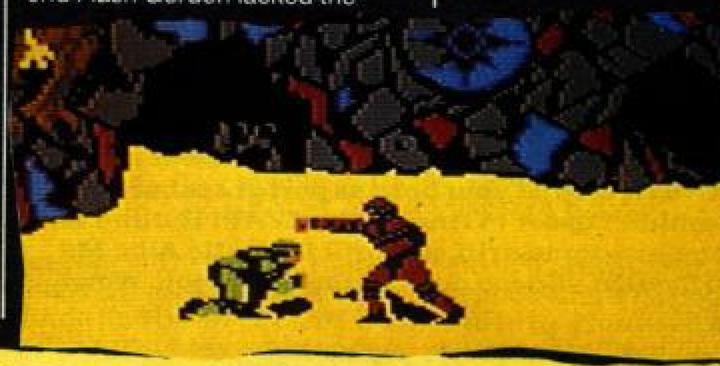
A strange release in that it's a film license on budget (only £2.99, folks) and managed to score 89%. The game consisted of three separate sections, each involving totally different gameplay. Jaz thought that it was 'really neat', Paul thought that it was 'worth three quid of anyone's money' and Richard suggested that you buy it because 'you're bound to find some of it appealing – even if it is only the music'.

To be honest I didn't think that *Flash Gordon* was as good a game as the ZZAP! team made out. OK, it was three quid, but three quid for some nice music and about an hour of playability doesn't quite hack it for me. Sorry.
ME

Three different gamelets for three quid was a pretty good deal, especially considering the nice graphics and sounds, but in the end *Flash Gordon* lacked the addictive element which would keep you at the joystick for hours on end.
GH

(Maff) Everything down by about 10-15%, except music which should go down to about 90%. It's cheap but not brilliant.

(Gordon) Sounds about right to me.





WARRIOR II
Nexus

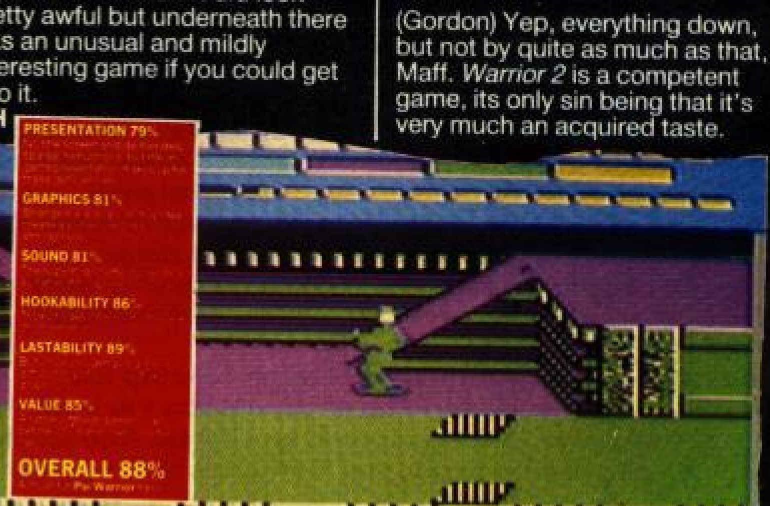
Released on the young Beyond spin-off label (complete with raft-like case), the follow up to *Psi Warrior* was bound to do well due to the cult status achieved by the first game. Jaz admitted that it was similar to its predecessor and urged that you should 'definitely check this one out' whereas Gazza said that it was 'a good game but a poor sequel'. Paul, always the verbose one, stated 'it's ace'. Strong words indeed!

This is going to make me seem like a right misery but I thought that this was rubbish! The sound was OK, but the graphics were disgusting – I mean, *purple and green?* Yuk! I think the marks were just because it was the *Psi Warrior* follow-up.
ME

Hmmm. This was a bit of a disappointment because it was so much like *Psi Warrior* – hardly an improvement at all. It did look pretty awful but underneath there was an unusual and mildly interesting game if you could get into it.
GH

(Maff) Everything down by about 30%. I just don't think it's a good game at all. Vastly overrated.

(Gordon) Yep, everything down, but not by quite as much as that, Maff. *Warrior 2* is a competent game, its only sin being that it's very much an acquired taste.



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Aha! Haven't heard of the ZZAP! Hotline before, have you? That's probably because it didn't exist until a couple of days ago – but thanks to the wonders of modern technology you can dial it straight away if you want to. Yup, from now on, you'll be able to pick up your phone and get the latest up-to-the-minute data on the hottest, most eyebrow-singeing games around. We're starting off with a run-down of Christmas release dates but look for an expanding Gordon-sized info service soon.

Not only that, this month and every month there's the chance to get your grubby hands on some mega-impressive prize – just answer a few incredibly easy peasy questions given over the phone, and that's it! Simple, eh?

So what are you waiting for? Forget feeding the budgie, doing the washing up or scratching yer bum – pick up the phone, dial the number and listen. And blow me down with a pike-perch, you might just be the guy or gal who wins.

OOH – YOU ARE A CHATTERBOX!

So when you dial the ZZAP! Hotline, how exactly is the message transmitted? Well, we don't know. No honestly – we haven't got even the foggiest knowledge of the magic internal mysteries of the country's phone system. Sorry. However, we do know a few facts about the Chatterbox office in Leeds where your calls are processed, though – so pin back your lugholes 'cos here they are:

- When Chatterbox Ltd was first set up at the end of January 1987, it had only 10 incoming telephone lines. Now the system can deal with up to 250 lines at once – and it's still expanding!
- So far all their equipment – which is housed in 4,000 square feet of office space – has cost £300,000. Current expansion into another 7,000 square feet of space is costing £1.5 million.
- The company's main earner is the Chatterbox chatline. It uses teleconferencing equipment and allows up to 10 people (over 18s only) to speak to each other at any one time. All calls are monitored, and heavy breathers, abusive or irritating callers are immediately cut off. You might remember that there was a bit of a hoohah about the dangers of chatlines (you know, astronomical phone bills, indecent calls and all that) earlier this year. The Monopolies and Mergers Commission is currently investigating the issue – but as all Chatterbox lines are monitored, the company is confident that the outcome won't be too bad.
- The other branch of the business covers recorded messages. People like ZZAP! and the Football League record messages which are played back using a Marconi Incol computer, when somebody rings the appropriate number. It's a cheap and easy way of getting concentrated info to a large number of people.
- Plans to develop an interactive phone service are currently in the pipeline. Using the digit keys or your voice to give orders, you'd be able to take part in a computerised fantasy science fiction game over the telephone. Interesting, huh?



WHY SHOULD I USE THIS HOTLINE, THEN?



Want to know all the latest software news? In future, you can ring the ZZAP! Hotline for the latest on the wherefore, why, who, what and when – and sometimes, we'll even tell you the which.



You'll get more competitions than you can shake a stick at. Details in the mag every month.



Any info that we didn't have time to cram into the mag, or we just can't wait for the next month to tell, is only a phone call away. Woooh!



ZZAP! Hotlines come straight into your living room, bedroom, bathroom (bathroom?) or kitchen courtesy of a very nice bunch of people at Chatterbox Ltd. Da daa!

HOTLINE COMP

WIN A HI–FI!

Wanna win a midi system? Well, those mad an' wacky people at Telecomsoft, producers of such brilliant products as *Elite*, *Starglider 2* and *OCP Art Studio* are giving one away out of the sweet and tender kindness of their hearts. Aaah!

Obviously the big question with a hi-fi is: has it got loads of all singing, all dancing buttons and knobs ('ere, no, missus, etc) tons of flashing lights and those special twiddly bits that go *nak, nak*?

Well, this one has. Stands to reason really – what with a tuner that covers long and medium mono and stereo VHF wavebands, a 6-bar graphic equalizer, 2-speed belt drive turntable, a twin cassette deck with high speed dubbing and continuous play, plus headphone and microphone sockets AND matching speakers. If that hasn't got enough knobs and flashing lights, nothing has.

Getting hold of this monstrous wonder of modern technology couldn't be easier. All you have to do is ring the ZZAP! Hotline, listen for the simple questions plus the tiebreaker, answer them on the cut-out form on this page and send the whole thing to:

THE HOTLINE COMP
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Get your entry to us by February 12th. If it arrives after that, unless it goes backwards through a time warp, a hippopotamus sits on Ken D Fish or ZZAP! is stampeded by a lorry-full of self-inflating squeaky rubber bones, you've had it. Ta-ra.

WHOSSIS NUMBER THEN?

That's a simple question to answer – you'd have to get up p-retty early in the morning to catch us out that easily, you know. If you want to contact the first ZZAP! Hotline, ring

0898 555081

Phone this number at any time and you won't just get your first taste of the ZZAP! Hotline message, you'll have the chance to win a stonking great midi hi-fi system as well.

And don't give us all that stuff about how you won't manage to get through. We've got 160 simultaneous lines – so unless the whole of the RAF's XVth Squadron rings at the same time, you shouldn't have any trouble at all.

Give us a buzz, day or night, and you'll hear a message (approximately two minutes long) giving you a bunch of dead useful info plus the questions for the Hotline comp.

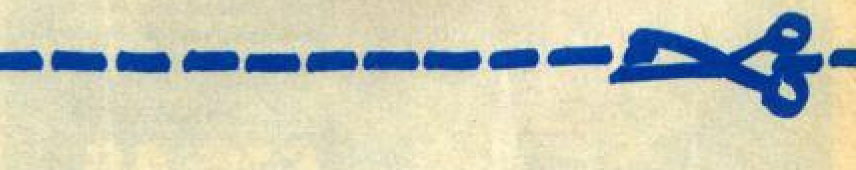


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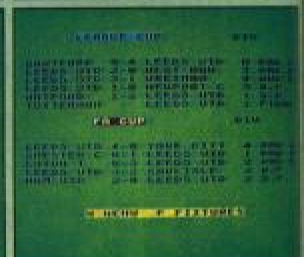
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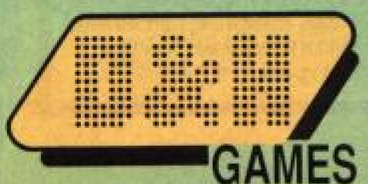
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ZZAP!

Brrrrr! Talk about lousy weather – black ice on the bridge every day, not a billy-goat in sight and no gnomes either – bah! Still, eating that skinny mainstream computer game reviewer PG helped settle my stomach, even if there was very little meat on it. Reviewers aren't as hardy as they used to be – a quick snap of his neck and it was all over. Yeah well, Gordon's now scared of me, so I've got the chance to ask you lot one or two questions.

First off, are you happy with the way in which Amiga and 64 adventures are reviewed separately? I am, but you never know with puny humans, so if you've got any strong opinions either way, let me know before I bust your face trying to find out. Right. Next thing: remember there's a £30 software voucher on offer EVERY MONTH (ooh) for some ever so lucky individual who decides to send in a few measly tips and has them printed. Not much to do is it, just for a bit of software? OK, that's it, I've had enough – grab a billy-goat and head for the holiday shop.
Grrrr . . .

CHUCK VOMIT

DREAM ZONE

Baudville, Amiga £24.99

ou always did look like a bit of a berk (you're not even green for a start) so when some suspiciously greasy, namby pamby roadsweeper passing for a doctor tells you that all your problems will be solved if you dream them away, you're stupid enough to believe him. Ha! What a prawn!

OK, so you're thick but you've got yourself into this dream zone so how are you going to get yourself out? And no waking up either because a big bad beast (bit like a troll, really) is gonna keep on messing you around until you make it to paradise. Serves you right!

So where are you exactly, smart ass? Er . . . in the middle of a pretty badly illustrated maze of city locations, emperor's palaces, sleazy bars and stinking alleyways, actually. This is a dream, remember, so none of the people who live here are well . . . normal. There's an office-block full of bureaucratic pigs, a bar-full of girls with spray-on jeans and a whole bunch of crooks, forgers, loan sharks, groupies



▲ If I had dreams like this, I'd vomit in my sleep

and girlies. Your average teenager's subconscious really. Your average teenage troll's dismemberment party is a whole lot more fun.

Oh yeah, the puzzles. If you've solved every Infocom adventure going and can't wait to get your hand on the next Magnetic Scrolls, forget *Dream Zone* and go and do something a lot less boring instead. OK, so this is a dream and the obvious solutions to puzzles don't always work, but there isn't a lizard's earlobe of ▶

an excuse for using up memory space with incredibly repetitive, pointless and totally uninteresting puzzles. In fact, the first half hour of the game involves walking round a network of different passages collecting forms – big deal. Some attempt has been made to exploit the dream idea – your toy water pistol actually kills (oo-er, pass me another gnome-chip) – but it's about as much fun as watching your toenails grow.

You take charge of this rollicking riot of roistering action using a combination of icon and traditional type-in controls. OK, so the puzzles aren't too hot, but for £24.99 the parser must be great. No way, José – just average really. Generally, there's more than one alternative to a response but every now and then (usually when it's about as obvious as a worm at the bottom of a glass of snot) you have to get it right or else. Not my idea of fun.

If I had dreams as peculiar as this, I'd drink a bucket of fermented slime and bash



myself over the head to sleep it off. Unless you're really into paying £25 to bore yourself stiff (in which case cover yourself with tabasco sauce first, it's tastier that way), I'd advise you to do something a lot more interesting – like eating your toenails – instead. With so many good adventure releases around at the moment, something as mediocre and uninteresting as this, just isn't worth the time of day.

ATMOSPHERE	**52%**
PUZZLE FACTOR	**49%**
INTERACTION	**50%**
LASTABILITY	**40%**
OVERALL	**39%**

INGRID'S BACK

Level 9, C64 £14.95 cassette (text-only) and disk (graphics)





I've said it before and I'll say it again – gnomes taste extremely good in a steaming, slime-topped pie. Schlurp! Miss Bottomlow would make a particularly welcome addition to my favourite savoury – I like it extra-specially fat and greasy . . .

Anyway, Amiga-owning Chuck Vomit fans (no requests for autographs please – I'm far too busy) will know all about *that* version of Ingrid's back . . . er . . . side (snigger, snigger) but I reckon all those mega-important 64 owners out there deserve a review of their own.

If you've played *Gnome Ranger*, you'll know how Ingrid got back from the wilderness they'd arranged to send her to by means of a cleverly sabotaged transportation scroll. Her family and the rest of Little Moaning had just begun to breathe a sigh of relief (no more Mistress Bossyboots telling them when to fart and pick their noses) when everybody's favourite Bottomlow returned. Aargh!

Worse still, a certain Jasper Quickbuck made his appearance at exactly the same time and he doesn't just want to reorganise Little Moaning – he wants to pull it down. Ingrid sweeps into action straight away – a three part mega-epic details her attempts to save the Gnome Counties. Da daaaa!

Episode One is a bit of a Level 9 tickler designed to give you a gentle introduction to the game instead of a belt in the stomach (which is what I would do). Bottomlow, accompanied by her ever-faithful hound, Flopsy, has to collect as many signatures as possible to fill a petition – easier said than done because the inhabitants of Little Moaning don't like her all that much (and not surprising, if you ask me).

Jasper Quickbuck, of course, fails to take the blindest bit of notice, so Episode Two has Ingrid trying to stop his steam-roller before he flattens Little Moan Farm. I can't emphasise strongly enough how much I disapprove of Ingrid's behaviour towards trolls here, but rest assured, Miss Bottomlow, if I have anything to do with it, you'll get exactly what you deserve.

By the time she's reached Part Three, Ingrid's had to become a proficient hole-digger, diplomat, turnip reorganiser, and order-abouter (well, she's always been good at that). Infiltrating Quickbuck's mansion should be a piece of cake!

Puzzles depend largely on interaction, but unlike *Gnome Ranger*, where you could get stuck for hours wandering about with nothing to do, they're extremely well-structured and the locations are full of hints. The design of the game as a whole is extremely tight (more than you can say about some of Level 9's previous efforts) and, even better than that, unusually original. Not only that, constantly ongoing background activities (you know, ordinary little gnomes getting on with their ordinary gnome sort of lives – selling garden-people, throwing darts, fishing and all that) make the interaction even more amusing.

The graphics (only the disk version has them) are among the best I've ever seen on the Commodore – brilliant pictures of Little Moaning, windmills, Quickbuck's mansion, which are definitely worth seeing. In both cassette and disk versions each part (they can be played in any order) loads singly so there's no messing about with multiloads or mind-numbing disk access and response time is pretty quick.

The parser, as per usual, has more mod-cons and abbreviations than I can eat billygoats in one go (a lot) and generally reflects the sort of sophistication we've come to expect from top class adventure houses nowadays. I've noticed though that if you don't start typing immediately after the prompt arrow (ie. on the next line because you've pressed shift twice) it doesn't always recognise speech. Bit messy that. Still, trolls like a good stinking, intestinal mess – especially on Fridays.

Every now and again you can feel a bit let-down because the 64 version of a mega-hyped adventure turns out to be a graphically inferior long-winded bore. Well, don't get your leather knickers in a twist because *Ingrid's Back* definitely isn't one of those. In fact, I'll throw caution to the winds (my own) and say that it's the most creative and compelling of the recent crop of Level 9 adventures yet.

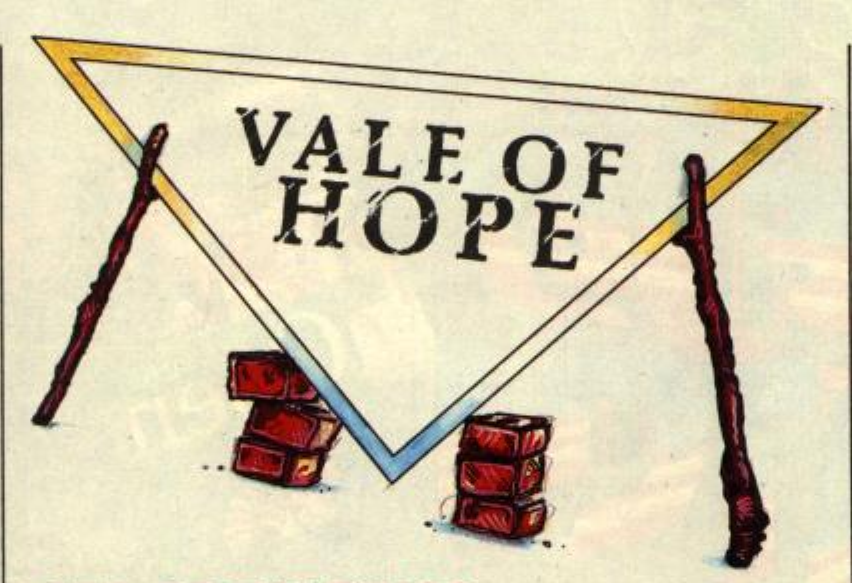
The interactive element is really starting to come together, the game design is excellent and there's enough humour (anti-troll excepted) to keep the most sour-faced slime-bag party pooper guffawing for . . . er . . . well . . . for a bit (and I mean a big bit). If you've got a disk drive, the brilliant graphics come as an extra bonus – if you haven't, the gameplay is worth it anyway.

Level 9 have such a good reputation that any new release, hot or not, is bound to do pretty well. This one actually deserves to. Pity it's about gnomes, though . . .

▼ A rowdy bunch of locals – just my scene

someone to drink it.
Jumbo Butterpat emptied the ash trays out of a window.
Flopsy wandered around the inn, licking up puddles of spilled beer. She walked smack into a table leg and collapsed.

ATMOSPHERE	**94%**
PUZZLE FACTOR	**85%**
INTERACTION	**94%**
LASTABILITY	**88%**
OVERALL	**91%**



LORD OF THE RINGS
MELBOURNE HOUSE

SOLID SOLUTIONS

OK, weedy wormlets and pathetic gristlegripers, if you're still playing the slowest adventure game in the universe, here is the next exciting, wacky and incredibly fascinating instalment in THE SOLUTION. Hur hur . . .

OK, you're in Elrond's courtyard. If you wait (you tend to do a lot of that in this game), you'll get off your horse automatically. Go north into the hallway and wait. When the elf messenger appears the door will open: go west into the great hall where a whole bunch of people should be waiting for you. Be polite and listen to what they say and then keep going east until you reach the hall of fire. There's a meal here so pick it up and wait. After a while, Bilbo will ask you to follow him to his room. Once there, he'll ask you to give him the ring – DON'T. Just keep inputting SAY TO BILBO 'NO'. Eventually he'll get the message and give you a mithril shirt and a sword.

Return to the courtyard (make sure your friends are following you) and wait there until Elrond has loaded the pony with more supplies. Go west to the valley and then south to the ruins. Move SW through the hills and then SE to the foot of the cruel mountain where the path forks. Wait for Gimli to tell you which route to take and do what he says.

At the base of the low round hill Strider suggests that you go east. Do what he says and make sure that everybody else does as well. Move SE into the valley at the western edge of the lake and take the bundles of food off the pony, then following Gimli's advice, go east twice to reach Moria Door. The password was etched on the door when you first entered the location so EXAMINE DOOR and SAY TO DOOR 'FRIEND'. When the monster goes for you, attack its tentacle. As long as you've remembered to bring the sword and the shirt and have eaten enough food, you should be strong enough to win the fight and go east through the gate. The pony bolts away at this stage so if you haven't remembered to remove the food parcels, you're in trouble.

And that's it for this month. Another eyebrow-singeing episode awaits next ish.



More hints and tips for the sort of wimps who haven't got the patience to work something out for themselves. What a bunch of weeds. Oh yeah – and this month's £30 software voucher goes to Paul Bournat for the tempting titbits of gristly, greasy, gormlessly gorgeous tips below. Just don't send your adventure tips to PG next time or I'll beat him up. OK?

THE BARD'S TALE II: If you have completed *The Bard's Tale* and still have the character disk, go to Garth's Place, put the character disk into the drive and press BUY. If you have the money, you can buy a magical item from the realm of *The Bard's Tale II* including the completed Destiny segments!

BEYOND ZORK (Amiga): A teleport scroll can help you escape from the cellar if you are stuck. If you brush away the minx's tracks, the hunter can't find it. Kiss the unicorn's horn for luck. To free the unicorn, give it the chest that says DO NOT OPEN but remove everything first. Squeeze the moss for an increase in dexterity. Levitate the baby hungus out of the mud and your compassion goes up.

ULTIMA III: To reach Ambrosia, go into the whirlpool to find Dawn and use a gem when the moons are at O,O (the dot on the map will disappear at any other moon phase). Beware of the floor tiles in the last room of Exodus' castle as they attack you. When you pass the Silver Serpent, use ships to create a bridge from the castle to the land on the island, then return with a horse.

ULTIMA IV: To find the wheel, ask the wounded sailor in the Serpent's castle about HMS Cape. Talk to Antos in the 3 castles about the bell, book and the candles. Walls that have a white dash through the middle can be passed through. To get rid of the Skull Of Montrain, use it at the entrance to the abyss but nowhere else or you'll lose any partial Avatarhood that you have gained (ask SPLOT in Maginica about the stone).



OK guys, just behave yourselves if you get in touch with any of these incredibly nice and friendly people because that's exactly what they are – incredibly nice, friendly and cuddly people and not a troll among them. Yuk!

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Neverending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz.
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic. Australia.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Muskateers, Pludered Hearts.
Steven Coomber, Maysfield Close, Portishead, Bristol. BS209RL. Tel: 0272 844218 (6-9pm)

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

FANZINE FRENZY

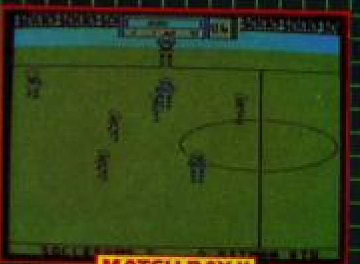
Sometime, somehow, some day, some way, I'm going to throw that blister-belly Gordo out of the window and give myself enough space to compose a lightly cultural and dead intellectual piece on the adventure fanzines and clubs going down your way at the moment. Samples, details or any information that you'd like me to include will be screwed up, vomited over and dealt with in the appropriate manner by me, Chuck Vomit, the betentacled, terrible, turd-loving troll himself. *(I think he means, send in your fanzines for a feature in the near future – Gordo).*

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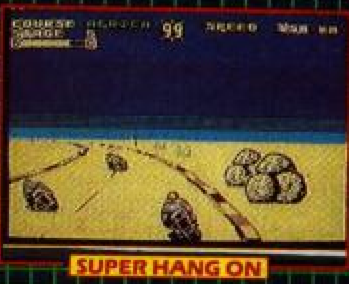
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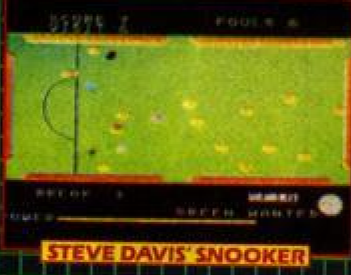
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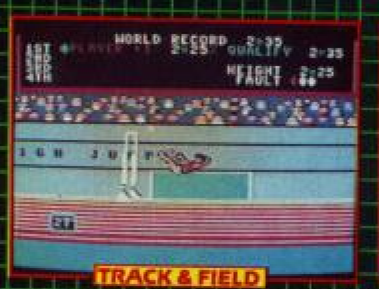
SUPER HANG ON



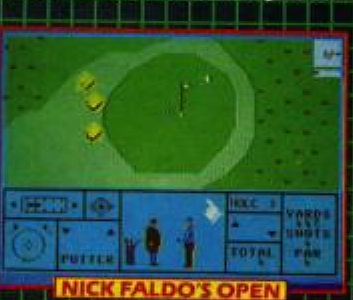
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I've had a lot of letters this month from people who say the Rrap just hasn't been serious enough and even more saying they prefer the humorous touch. Well, the postbag has been so varied that this Rrap may just manage to please everyone (fat chance). Grab a handful of crisps and put your feet up for a sackful of severely serious and specially silly debates.

I WANT TO BE A REVIEWER

Dear Lloyd,
This letter is not about piracy (which will always continue) nor is it about clones (there's only so many things you can do with a 64 anyway). You wanna see what my moggie does with it! No, what this letter is about is, forget Ecto and Endo Morph – what do you think of my impression of the Hamza creature reviewing an ace (can I say that?!) game? Talking of reviews, is this letter zany enough to qualify for a job as a reviewer on ZZAP!? Bbbyyyeee!!!
D Sherwood, London



Er . . . nice pic, D, very nice . . .
Talking of reviewers, Paul 'whaddya mean my legs are thin' Glancey, overwhelmed by the amount of work we have to do here, has reserved himself a place in a mountain sanatorium to recover. Anyone who feels capable of taking over his job should write to Gordon enclosing a full CV and a sample review. You need to be at least 16, preferably over 18, have a good knowledge of computer gaming and the ability to write entertaining, accurate reviews (and that means desent speling and gramurr as well). Think you can do better than the ZZAP! crew? Well, get out your pen and go for it – now!
LM

DOWN WIV AMIGAS!

Dear Lloyd,
It has come to my attention that despite your assurances of loyalty to the good ol' 64, your magazine is becoming more and more Amiga (boo, hiss) orientated. Originally, there was an Amiga roundup every few months, then every month, then Amiga (boo, hiss) previews, then Amiga (boo, hiss) adventures. Admit it, you would prefer it if you didn't have to use those pathetic 8-bit machines. I am sure it won't be long before the whole mag is just Amiga (boo,hiss).
By the way, I hate Amigas (boo, hiss, what a loadarubbish). Please could you stop re-reviewing games, like *Impossible Mission II, Nebulus, Cybernoid*. I would much prefer it if you just gave new ratings, and briefly explained how it differs from the C64 version.
Merry Christmas to one and all (except Amiga lovers) long live the 64.
James Squirrell, Dorking

Aren't you exaggerating just a teeny tad-ette by saying that the Amiga's taking over the mag? Apart from the Amiga special in the November issue, every ZZAP! yet has had far more pages devoted to 64 reviews, tips and features than the Amiga.
Let's face it – the Amiga is one of the machines of the future, so as a Commodore mag, we can't exactly ignore it, can we? On the other hand, we know that the majority of our readers are still 64 owners and we're still trying to provide the best possible service for them. After all we couldn't have made it without you.
Oh, and from next Issue, we're having a rethink (as I've said already in these pages) about how we review 64 and Amiga games – so keep a look out for that.
LM

LICENSED TO STINK

Dear Lloyd,
I would first like to congratulate you on an excellent magazine. It is hilarious. The reviewer profiles in Issue 44 were great. I laughed till my sides ached. Also I'm glad that Rockford and Thingy are back. Thingy is sooooo . . . trendy! (Who is that other one, the one with the big nose?)
Now, onto my main point, I am constantly annoyed by these so-called 'leading software houses' that keep churning out these 'arcade conversions' and their clones. These companies always seem to choose games that could never possibly convert properly to the home computers. Don't get me wrong, I love arcade games as much as the next man (or fish for that matter) but it angers me to find that, when a company gets an arcade game that can be converted, they often mess it up: eg. Domark's *Star Wars* and *The Empire Strikes Back* could have been done perfectly well in hi-resolution to give better vector graphics (like in *Elite*).
When the official license messes up I would at least expect the clone to be good. The *Roadblasters* type of game, I would have thought, is quite a straightforward bit of programming for a professional software company. However, after the expected US Gold failure, it was left to Elite (manufacturers of the greatest driving game on any Commodore computer) to come up with the goods. They came up with *Overlander* which was awful and is also an anagram of 'dnlreovear' which is double dutch for 'mine's a Guinness'.
Will the software companies such as Domark, US Gold and Elite (as well as many others) pull their fingers out and manufacture arcade conversions to the standard of Firebird's *Bubble Bobble*, for example. The software buying public awaits your reply!
David Exton, Stafford

You're right – a few really excellent exceptions aside, like Ghosts 'n' Goblins, *there have been some disappointing licenses and a lot of them have still managed to sell really well in spite of the quality of the actual games. Personally, I think it's a real shame that big name conversions have been getting such a large slice of the market for the past few years because it seems to be pushing better quality but less-publicised games out of the running. A pity because many of the real 64 classics (games like* Spindizzy, The Sentinel *and* Wizball*) have been original non-converted games.*
As long as people continue to buy the more disappointing conversions in droves there won't be much incentive for the software companies to improve the quality. I reckon licenses have been getting a lot better recently (witness Grandslam's Pacmania *for one) but you're the consumer and it's up to you to exercise your rights – buy carefully and the quality of conversions will improve even more.*
LM

HIYAAA! NYGAAA! WAGH!

Dear Lloyd (the man with no face),
It's great to ses some new reviewers, but could you tell this Kati Hamza person to calm down a bit? Since she arrived at ZZAP!, she's been obsessed with words like HIIIIYAAAA! AAAARGH! MNGGGGH! YEEEEHA! WEYHEY! YIPEEE! and other words that are equally unpronouncable. When she's not tussling with multiloads and jigging around the office, she's impersonating four-legged Dutchmen in penguin suits. I suggest you sit her down in a quiet corner, give her a mug of Horlicks, keep her away from PG, and play Cliff Richard records (zzzzz). If this fails, then send a stamped addressed envelope with £400 worth of empty banana skins, to Dr Roof, Hyperactive dept, for 1ml of Dr Roof's Calm-U-Down lotion (complete with syringe).
Please allow 28 months for delivery.
A concerned reviewer analiser, Thornbury, Bristol.

Well, we've tried but we just haven't been able to get her off the roof since she won the challenge. Send the lotion and syringe immediately.
LM



IS THE RRAP CRRAP?

Dear Lloyd,
I mean, what the hell is going on? Pictures of gorillas? Nutters waffling on about buying computer games, not realising they were porno mags? A strange man called John Smith who thinks he's Bobby Robson? What in the name of Ken Barlow happened to the old RRAP? That dependable literary section of the magazine that one could read on the way home from Bognor Regis (after visiting Aunt Nel).

But alas no, no more of the reasonably sane letters from Steve Davis supporters, discussing such relevant issues as multiloads and how much milk they should put on their Raisin Splitz. No, now what do we have? 'Pilchard of the month', 'The most boring letter we've ever received' and an annoying dickhead who suggests that you (ZZAP! remember) doctor the marks for games in exchange for a fiver in the back pocket!
David Washer, Wembley.

... Since my visit to England last August I am an avid reader of ZZAP!. I had heard about your mag some time ago, and so I was glad to have the opportunity to read it. I must admit that I was really impressed.

One thing I like very much is your great humour – one example: the ZZAP! Challenge. And it's a good feature of the ZZAP! crew that they can laugh about themselves.

But there are some things that could be better. First of all, the Rrap itself: in German mags, such a section is installed to give the readers the opportunity to criticize or praise (?) the mag. But the Rrap consists only of rubbish! Nothing against you, but if this is a representative part of the monthly mail, it would be the best to throw the Rrap out of the mag and to replace it by some extra reviews.

Take Issue 43. The only letters worth to be put into the Rrap are 'AMIGA 'BACON' REACTION', 'MR LOGIC WRITES'.

So what else? I was delighted to see a girl entering the ZZAP! crew because it proves that computers needn't be a boys' thing. But her pictures are awful: pleeeeease make some new ones.
Well, I think, that's it. No numbers, no silly stuff (as I hope!). It would be nice if this letter could help you to improve the Rrap a bit. It's important to give the readers the opportunity to express their opinions – but it's not necessary to print three pages full of rubbish.
Alexander Schwassmann, West Germany.

As always with the Rrap, we publish a fair cross-section of the letters we receive. In the Christmas Issue – and indeed a lot recently – we've been receiving loads of 'humorous' letters from 'odd' people. If people send us letters on important software issues that simply restate views on piracy, multiloads, etc, that we've heard a hundred times before, they won't be printed. Letters that have a new angle will. Similarly, if we get a letter that makes us laugh and we think will make other people laugh, we'll print it.

As another point entirely, readers are quite welcome to write in stating whether or not they think the Rrap – or ZZAP! in general – is too funny, too serious or just right. £30 of software for the best letter, as usual.
LM

"IT'S THE CARTOON OF THE MUNF BY MICHEAL PEARSON OF SOUTH GLAMORGAN! THANKYALL"

NORMAL, EVERYDAY LIFE AT ZZAP! TOWERS.
BUT...
SOFTWARE CO-ORDINATOR
I'VE HAD ENOUGH OF THIS, I'LL SHOW 'EM!
SOFTWARE CO-ORDINATOR
MMMF!
... A MIRACULOUS TRANSFORMATION WAS TAKING PLACE AT THAT VERY MOMENT.
P. C.
I... I CAN'T BEAR TO LOOK!!!
PAUL GLANCEY HAD BECOME GEORDIE MAN! NOT EVEN KATI COULD STAND IN HIS WAY.
... IN HER BLIND PANIC, SHE MISTOOK A WINDOW FOR A DOOR.
AAAGH!
NEXT WAS MAFF'S TURN
THIS IS SO INCREDIBLY UNCOOL! LOOK AT THE STATE OF ME T-SHIRT!
... AND FINALLY THE BIG BAD ED HIMSELF, WHO SWALLOWED P.G.'S GRENADES...
MMM... FOOD!
C. H.
... IT RAINED FLAB ON LUDLOW FOR 3 DAYS.
BOOM!
BUT WHATS THIS? ITS ALL A TRICK! HE WAS PADDED UP WITH TEABAGS! IT WAS TOO GOOD TO BE TRUE!
P.C.
PLAY SCHOOL
THE END

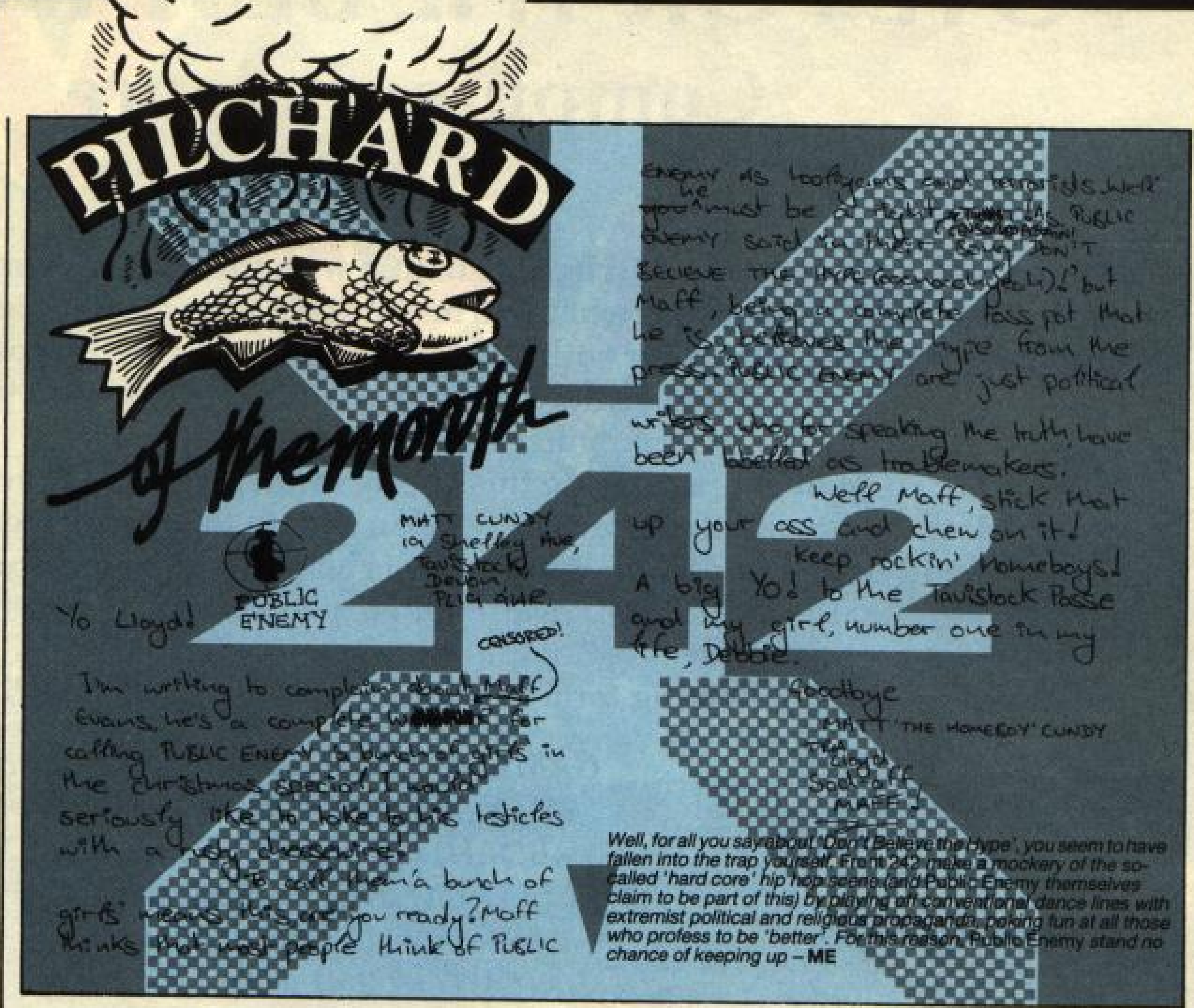




A *VIZ* FAN WRITES 3

Dear Lloyd,
What a con these so called 'computer' magazines are. The other day I purchased one of these 'computer' magazines and took it straight home. After eleven unsuccessful attempts to load *Hawkeye* into it, I decided to take it back to the shop. Imagine my surprise when a shop assistant pointed out that a computer magazine was in fact a publication containing relevant information about the latest computer hardware and software, and not something for playing games on! How many other readers have been conned by these so called 'computer' magazines?
Conned, Fulchester

A death warrant has been served on the author of this letter. Any more Viz*-style letters will be similarly dealt with.*
LM



PUBLIC ENEMY

MATT CUNDY
19 Shelley Ave,
Tavistock,
Devon,
PL19 9HE.

Yo Lloyd!

I'm writing to complain about Maff Evans, he's a complete w[redacted] for calling PUBLIC ENEMY 'a bunch of girls' in the Christmas special. I would seriously like to take to his testicles with a [illegible] cheesewire! To call them 'a bunch of girls' means this, are you ready? Maff thinks that most people think of PUBLIC ENEMY as loudmouths and terrorists. Well he must be [illegible]. As PUBLIC ENEMY said in their song 'DON'T BELIEVE THE HYPE (Economically)' but Maff, being a complete [illegible] that he is, believes the hype from the press. PUBLIC ENEMY are just political writers who, for speaking the truth, have been labelled as troublemakers.

Well Maff, stick that up your ass and chew on it!

Keep rockin' homeboys!

A big Yo! to the Tavistock Posse and my girl, number one in my life, Debbie.

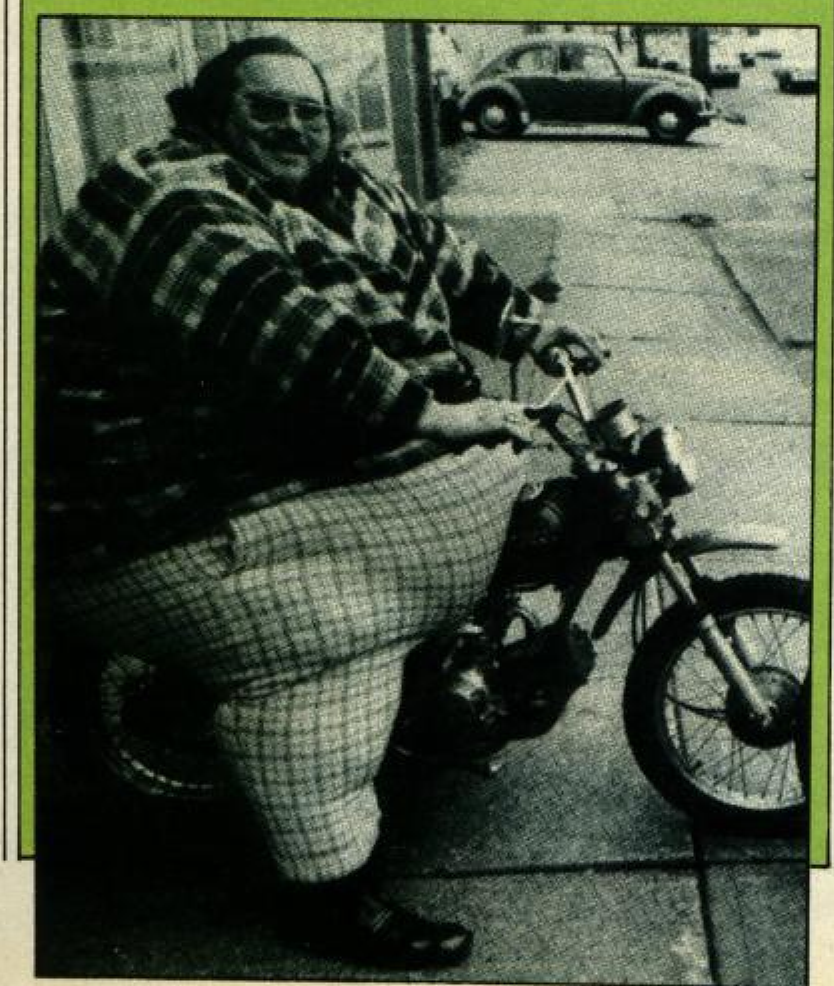
Goodbye
MATT 'THE HOMEBOY' CUNDY

[illegible]
Lloyd
Sod off
MAFF!

Well, for all you say about 'Don't Believe the Hype', you seem to have fallen into the trap yourself. Front 242 make a mockery of the so-called 'hard core' hip hop scene (and Public Enemy themselves claim to be part of this) by playing off conventional dance lines with extremist political and religious propaganda, poking fun at all those who profess to be 'better'. For this reason, Public Enemy stand no chance of keeping up – **ME**

LOOKALIKE 2

Dear Lloyd,
In reply to Mr P Glancey's letter referring to the fact that Gordo looks like an orang-utan, I feel that I should say that I agree with him totally. In fact, the picture reminded me where I had seen him before. I enclose a picture of the Mr Houghton in question, trying out his new 50cc fizz-ped. I'm sure you'll all agree that Gordo has put a lot of weight on since the photo. It must be all the bacon butties.
Craig 'Gonads' Hurt, Derby



ZZAP! 64/AMIGA LOVING FUN

Dear Lloyd,
I'm Danish (but please don't hold that against me), probably one of your oldest fans (over 20), and have been with you since the very beginning, when the first issue, starring Julian Rignall, Gary Penn and Bob Wade, hit the streets.

Unfortunately, as often happens in real life, I fell in love with another. Her name was Amiga, and from now on my old and trusty 64 was pushed aside in favour of this new beauty. There was one problem though: ZZAP! 64 didn't cover the Amiga! 'Well, I'll just have to find myself another mag', I thought, and began to check out the market. After some time, I ended up with THE GAMES MACHINE, but although their Amiga coverage is acceptable, I still wasn't satisfied. Their rating system isn't very good compared to ZZAP!'s, and having to read all that Atari ST stuff totally ruined my digestion (in Denmark there's almost a state of war between Amiga and Atar . . . (urrgh!) – the other 16-bit machine).

Then one gray rainy autumn day, as I went down to the store for a newspaper, it happened: I saw the new ZZAP! logo. ZZAP! had now grown from 64-only into a real Commodore mag covering both the 64 and the Amiga! Great hooray wauw yipii! Suddenly the rain stopped, the sun began to shine and the birds were singing under a deep blue sky. I'm back with ZZAP! now, and I'm looking to reading it every month. You certainly are the number one games mag in Europe – keep up the good work.
Sigurd Svendsen, Denmark.

At the moment, we're still not entirely settled on the way in which we'll review Amiga games – in fact, as from next Issue (which will be a New Look Issue!), we'll be re-examining the way we review games in general: you can be sure, however, that our reviews will be more entertaining, more informative and more colourful. Similar tweaking will be occurring throughout the rest of the mag – not just to the Amiga and 64 sections.
LM

So, that's it for another month. If you have any opinions on anything and you think that everyone else would like to know about them, send your scribbled epistles to LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Oh, and before I go to throw some ice-hard snowballs at the rest of the ZZAP! crew, I'm sure you'll join me in wishing Paul Glancey well in his future career. So long, Paul, and thanks for all the bacon.

VOTE FOR THE BEST IN 1988
Computer Leisure Awards

For the first time ever, you will be able to join with the readers of many other British magazines to decide who and what was best in 1988. Awards will be made to software producers resulting from your voting through, this, your own magazine, for what you considered to be the best games you have played on your computer during the past year.

Many other magazines are carrying this voting form. It means the results will truly be democratic, and therefore really mean a lot to those who receive them.

The votes will be collated by an independent company, to whom you should post your voting form, and the awards will be presented at the Computer Leisure Industry's 'get together' — Computer Arena — in March 1989.

So, simply fill-in the voting form below, cut it out (or photocopy it) and send it to:

GAMES OF THE YEAR
MICHAEL BAXTER
SOLUTIONS PR
2 WELLINGTONIA COURT
VARNDEAN ROAD
BRIGHTON BN1 6TD

COMPUTER LEISURE AWARDS 1988 VOTING FORM

Closing date 25th Feb'89

1) Please tick the computer format you are voting for:

- AMIGA ☐
- AMSTRAD CPC ☐
- ELECTRON ☐
- COMMODORE 64/128 ☐
- PC COMPATIBLES ☐
- ATARI ST ☐
- SPECTRUM ☐

3) Please state what you consider to be the **BEST GAME OVERALL** of 1988:

4) Which Software House do you choose as being the most consistent in producing high quality computer games during 1988:

2) Please name your choice of best game (from the format ticked above) of 1988:

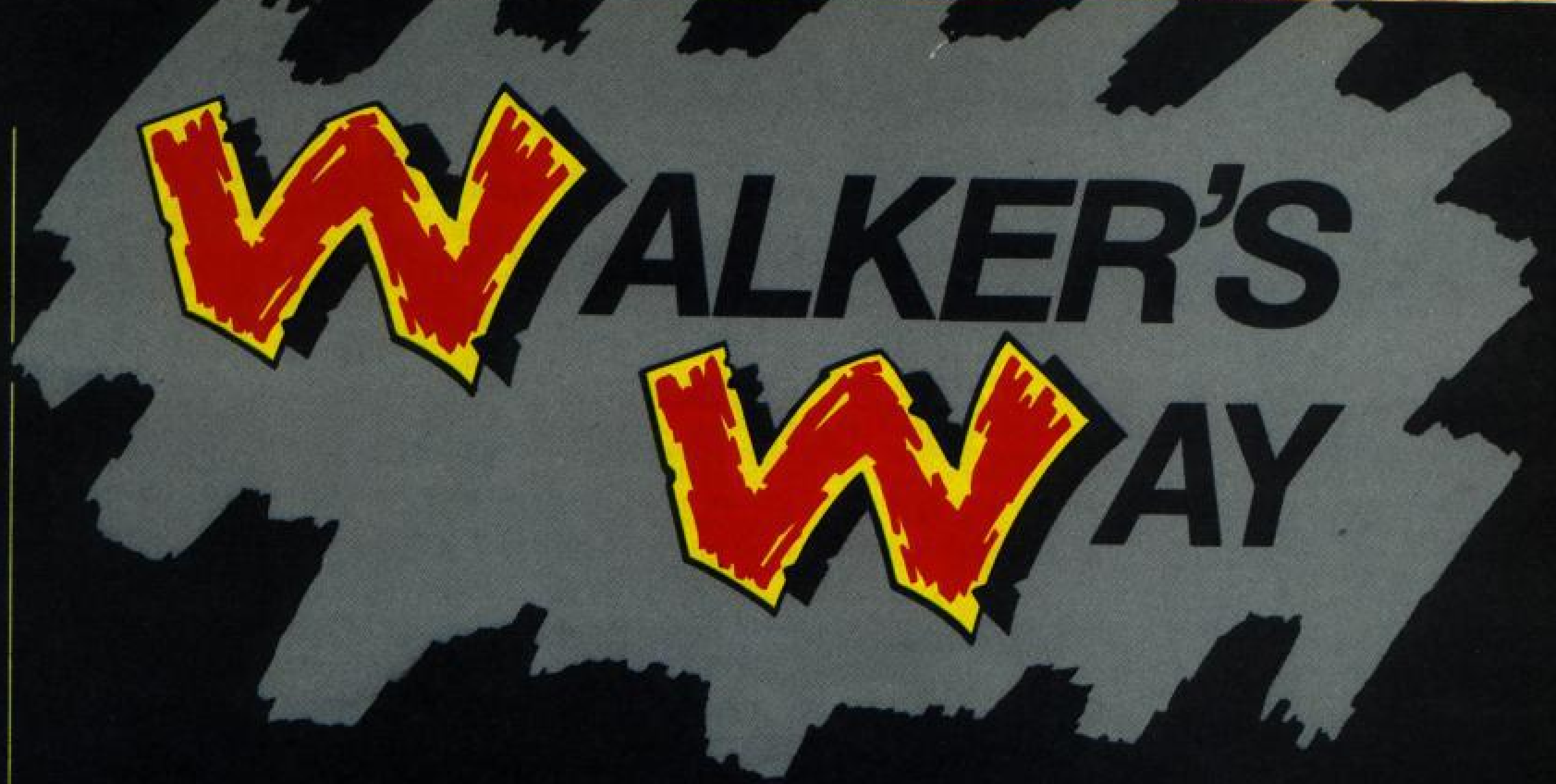
1. **Best ARCADE game**
2. **Best ADVENTURE game**
3. **Best STRATEGY/WAR game**
4. **Best MUSIC with game**
5. **Best USE OF GRAPHICS**

Name ....

Address ....

....

.... **Postcode** ....



To celebrate the new year 'Dangerous' Martin Walker jiggles about a bit more in the CITADEL



Thursday 3rd November

After a little while in most projects there are little things that need doing which start to mount up – this is one of those days when a whole batch of them gets sorted out! My top screen splits are now rock solid whatever the vertical scroll position and however many sprites are underneath the split (fingers crossed that it stays that way!) and the bullets now emerge accurately from the middle of Monitor. The pause and quit controls are properly in situ, so I can freeze everything to spot possible future bugs as they happen.

Other assorted tweaks have been installed and tested to streamline my interrupt routines – even at this stage catering for up to 18 sprites on screen soaks up interrupt time, and some routines may have to be rethought if this time simply runs out.



Friday 4th November

The next routine to be added will detect alien sprite collisions with Monitor (there's no fun at this stage unless there is some DANGER), so with streamlining in mind many sheets of paper were filled with thoughts. The initially obvious way to do it is to detect sprite to sprite collisions, and for all those out there who haven't written a game, NOBODY uses the inbuilt hardware collision detection, simply because it needs so many additional checks to tell you WHICH sprites were involved!

After thinking through various schemes, the merits of 'Look before you leap' programming were proved once again. Since my 'character bullets to alien sprite' collision routine looks for the character beneath the sprite, by simply plotting a special group of characters beneath Monitor the same routine will detect alien sprite collisions with Monitor! A neat piece of timing ensures that these will never be visible, and by reshuffling the character set the routine will simultaneously detect aliens AND their own bullets hitting walls – all with no increase in detection time!



Sunday 6th November

Over the weekend much study and thought resulted in two old routines being restructured for greater speed while preparing for the new collision add-ons. This freed a little more interrupt time ready for multitudinous aliens. Incidentally, anyone who's marvelled at the number of moving objects in ARMALYTE may be interested to learn that some critical routines were completely rewritten three or even four times, each being faster than the previous – this dedication certainly shows in the final version with more aliens, more and faster bullets and bigger motherships!



Monday 7th November

Today was a dream come true – if only every day could be so productive! By lunchtime collisions with Monitor were written, tested and debugged, and then I made a start on the alien movement routines. By the end of the day there were not only moving aliens but moving bullets and aliens firing moving bullets, albeit always in the same direction!



Tuesday 8th November

While spending some time out in the big wide world (shopping to you!) I was horrified to notice that our local WH Smith's had apparently decimated its software stocks. It really did look as if they were winding down computer sales, so much so that I had a word with the manager, who was extremely helpful.



Wednesday 9th November

On with the baddies' weaponry. Now the bullets are in motion some thought needs to be given to the fastest routine to aim them accurately in the player's direction, as well as to give them 'personality' by adding different 'looks', speeds and possibly homing characteristics. All of the day was spent adding improvements to the firing routine – firstly a delay was added to prevent firing until a short time after the trap appears. This allows enough time to react to things arriving on screen, and avoids those dreadful situations in some games when you get obliterated before you've even noticed the newcomer!



Friday 11th November

Well, the first attempt at aiming enemy bullets was only partially successful. Certainly they came out in the correct direction, but with a speed dependent on how far away the player was. This meant that guns at the far edge of the screen hurled flak at you, but if you got too close to them the bullets just sat on top of the guns. Whoops! Just to show how accidents can prove fruitful, this did give me the idea of aliens dropping stationary mines to avoid. Maybe, maybe not.



Saturday 12th November

The second attempt worked perfectly, so I now have accurately aimed bullets to avoid from all directions. Not a pretty sight! In fact quite a bit of time was spent simply travelling around the cities seeing how the opposition felt in action. Different speeds of both aliens and bullets were tried in order to gauge playability. Fast alien bullets rarely give the player a chance to react and avoid them, but may still work in conjunction with a depleting energy bar rather than instant death to the player, since once alerted you can take steps to remove the aggressor.



Monday 14th November

Now that the basics of gameplay are working it's time to add a bit more feedback to the system. Today the scoring and energy systems were installed, and seem to work well in practice. At the moment energy is on a percentage basis. Collisions with enemy bullets and the aliens themselves drain a part of your total shield energy, which will protect you from destruction until fully depleted.





Tuesday 15th November

Already interrupt time has run out in the worst possible case – ie, when the maximum number of sprites is on screen and moving and firing and all the player's bullets are moving as well as the player! Reorganisation of interrupt and mainline routines seems to be the order of the day, to allow more time for baddies on the interrupt. The key thought here is that some routines absolutely MUST occur every frame at an exact scanline position (moving sprites will flicker unless moved during off screen time), but with a rethink some routines may be able to run during mainline time as long as they can occur at about once per frame to 'keep up'. Suffice it to say that after rejigging two routines I've managed to regain enough time to stop the overrun – a rewarding day even though nothing new has appeared!



Wednesday 16th November

Presentation of the basic game is so important I thought it high time that a few more sound effects were incorporated, along with a priority system to ensure that some sounds are more important than others. This ensures that you never fail to hear the sound of yourself being destroyed. Aren't I considerate?



Thursday 17th November

Right. Time to start planning the patrol system for mobile aliens. Off you go. No, come back here when I'm talking to you. *What me?* Yes you! This is getting silly. Click. *Engaging sensible brain module.* Click. OK, while I'm thinking about that let's get out the sprite editor and see what we come up with.

(Later) Several new sprites have emerged – including a new gun turret that spits out high speed deadly dealers of doom (try saying that with a mouthful of toast!) along with a few more varieties of mobile alien. One thing that I always like to do is to add personality to different species of baddy, so each will have its own distinctive weaponry (memory and processor time permitting!)



Friday 18th November

This afternoon saw me with my jaw hanging open as the homing routines were first kicked into action on screen. Try to imagine an intelligent bullet that tracks its chosen target, following it round every corner in relentless pursuit (remember *Runaway* with Tom Selleck?) Every faltering joystick move brings the brutes slightly closer. After dodging and weaving for over a minute in my test level and triggering more trap guns in passing I ended up with six of the brutes following me in a swarm! The only tactic found so far to dispose of them is to take the corners so tightly that the pursuers crash into the walls whilst trying to cut corners.



Saturday 19th November

Well, after reorganising the interrupt and mainline routines my clever way of detecting collisions between the player and alien sprites has thrown a wobbly, so a different routine must be written to overcome this. All of this shuffling on the interrupt basically hinges on the fact that some routines must carry on regardless whilst others only need to be called occasionally – indeed it may be possible that a few may be missed altogether at times of desperate time shortage without anything being noticed (don't tell anybody!)



Sunday 20th November

Will wonders never cease? Another brief foray into the comfort of the sprite editor saw the creation of yet another static gun emplacement and then a further bout with this 'kinetic reflection' business (see last month's diary). After a session examining the methods and results – three more vicious looking mods to the code cleared up minor problems arising from yesterday's contribution. Finally, the revised piping system for an alien cityscape was entered in hex ready to appear on screen. And very nice it looks too, if I say so myself!



Monday 21st November

Before I send off disks to my test pilots I must add the routine to allow mobile aliens to change direction only at junctions in the corridors, to stop them trying to crash through walls in a vain effort to catch me. This proved easy enough, and by the end of the day it's much more difficult to escape from the baddies.



Wednesday 23rd November

The next chunk of code will have to make the mobile aliens slightly more intelligent. Although they now follow the corridor system, it is still too easy to lose them, so they will have to follow the player even while off screen. It's rather disconcerting to suddenly find a heavy concentration of traps ahead when you know that a squad of aliens are on your tail!



Friday 25th November

During a brief foray into the sound effects editor I came up with a new breed of metallic voices that are perfect for the alien firing sounds. They now have much more 'personality' as well as sounding far more 'alien' and menacing. I'm constantly amazed how players have 'translated' the pseudo voices in HUNTER'S MOON. Not only do the aliens apparently say 'Hiya' as they spit death at you but the starcells cry 'Meanwhile' as you collect them. Not a lot of people know that!



Monday 28th November

Back with a vengeance. At long last the special module has been designed that lets me design levels by scrolling round dropping traps wherever I like, rather than calculating it all by hand (or calculator as the case may be). Following a few minor mishaps in which dozens of traps appeared in the middle of walls came the serious business of a sample design session.

Planting traps in all sorts of interesting places and groupings proved great fun, but the big surprise came on leaving the game and checking the trap tables for bugs. The new level, bristling with defences and fairly bursting with baddies had (wait for it!) 55 traps! My previous top limit of 128 (or even the original 256) seems to have been VERY generous. That should free some memory for more features!



Wednesday 30th November

The level designer now has many additions – it allows pieces of city to be 'dropped' anywhere in the play area and different styles of cityscape to be perused in any colour scheme. Once again in testing it another design emerged, as well as some ideas for extra 'city pieces' to add variety. Remember that as each city is constructed from standard pieces, like Scalextric, the full 16 screens of play area on each level can be specified in 64 bytes!



Thursday 1st December

Unanimous agreement from my test pilots - it's more fun trying to escape destruction with 'loadsat-raps' activated, so I've decided to trigger them by proximity with Monitor, rather than by actual contact. This will mean that racing about willy nilly will (those last three words sound weird!) result in furious activity in the city! After thinking it through, several routines can be restructured at the same time to save more time in the long run. This is what writing games is all about – idea/test/discard or improve. Who remember a certain Mr. Braybrook ripping out the player's sprite bullets a week before the end of the MORPHEUS diary?



Friday 2nd December

A real slog today to reorganise the alien movement, firing and homing routines ready to add the proximity coding. It took 6 hours of rewriting before all were ready (with more interrupt time freed. Hooray!) The proximity routine itself was written during the time it took to assemble the reorganised source code (Oh for a faster development system!), and kicking the whole thing into action showed that all the effort had been well worthwhile. Now you can no longer creep past the traps and get away with it. Just to prove it, I tried racing around the corridors avoiding everything. I didn't last very long!

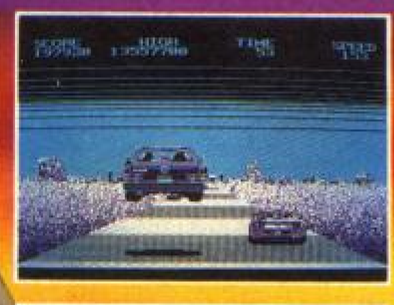


Saturday 3rd December

As a follow up to my comments earlier about WH Smiths, you may be interested to learn that they have just made their main computer buyer redundant – due to falling hardware sales! And in the same issue of *Computer Trade Weekly* came the following quote from a spokesman at HMV Reading branch: "Next year our software stock will lessen – it just doesn't sell."

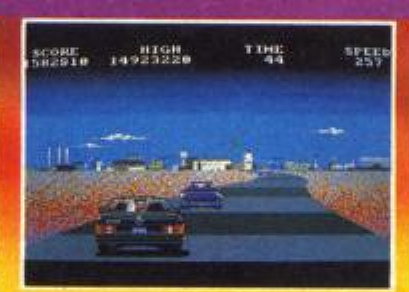
Perhaps this reflects the fact that if high street shops won't demonstrate games then real enthusiasts will buy mail order from the 'pile of boxes in the garage' supplier and save up to 30% on high street prices. After all, 30% IS a lot more to pay simply to see the empty packaging! Long live the good independent dealers! See you next month.

CRAZY CARS™

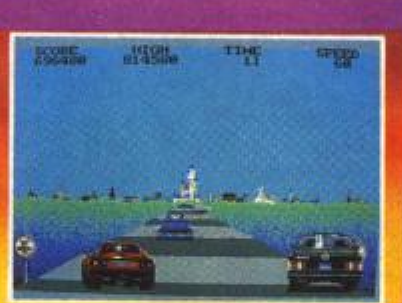




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PARALLAX (Ocean)

Aha. Now this is a much better cover freebie than that whiffy old Time Tunnel, but seeing the higher levels might take a while. BU-U-UT if you have the passwords you can get through to the wonderful electric sea level in a trice, and those passwords are STACK, JEWEL, PARCH, SALON and GLOBE. Now all you have to do to complete a level is find a scientist, drug him, go to the central computer and type in the password. Oh, that tip comes to you all the way from Michael Nielsen of Denmark. Tips across the water, eh?

And nowwww, the end is neeear, and so I faaace, the final curtainnnn, dumdooooo, dumdoobedoooo . . . You may be wondering why I'm writing my world famous textual Sinatra impersonation. Well, the truth is, this a rather sad occasion, because this is the last ever intro to the last ever edition of PG's Tips! Yes, it's true. I'm afraid Ludlow just doesn't have enough bacon to support my pork-loving lifestyle, so I'm off to smokier climes.

So, from next month, you'll have the redoubtable Matthew 'S***e' Evans to provide you with maps, POKEs and cheats. But, as a parting gift, I'm leaving you a map and solution to Last Ninja 2 and a veritable load of tips. Are you sitting comfortably? Prepare to reset!

ARMALYTE (Thalamus)

Sorry, but no infinite lives POKEs as yet, but here's a rather nice hack for those of you with the disk version of this fabbo blaster.

James Blonden provided these POKEs to rearrange the order in which you play through the levels. LOAD up the game as per usual, then when the selection screen appears swirling its spheres at you, hit the button on your favourite reset switch and when the prompt appears use one of the POKEs below to switch things around.

Level	POKE	Where X=
One	POKE 10328, X	68 to play that level first
Two	POKE 10329, X	69 to play that level second
Three	POKE 10330, X	76 to play that level third
Four	POKE 10331, X	72 to play that level fourth
Five	POKE 10332, X	85 to play that level fifth
Six	POKE 10333, X	78 to play that level sixth
Seven	POKE 10334, X	65 to play that level seventh
Eight	POKE 10335, X	82 to play that level eighth



To elucidate, if you wanted to start the game on level eight, you would type POKE 10335, 68 (RETURN). See? Anyway, once you've done that, SYS 2066 (Return) to restart. Isn't life wonderful?



TIPS

STARGLIDER 2 (Rainbird)

Here's a mini tip which could change the nature of the solar system as we know it. In fact it does change the nature of the Solice system, giving the ICARUS unlimited shield power, fuel and laser energy. As soon as you start the game, bring the ICARUS to a complete halt, select floating sight (press F), then pause the game and type WERE ON A MISSION FROM GOD (including the spaces) and press 1. If you've done everything correctly, the shield, laser and fuel displays will drop and they'll remain at that level for the rest of the game. Now if you press K you will get a full complement of missiles, bombs, an energy cube launcher and even the neutron bomb! Cripes-a-lawdy! Thanks to Philip Johnson of Stebbing for that sizzling soaraway stunna of a tip.

FRIGHTMARE (Cascade)

I can't recall ever having printed some POKEs for this weird platform game, but Flemming Dupont of Denmark thought it was about time I did. So here they are. LOAD, reset and enter . . .

POKE 21829,169 (RETURN)
POKE 21830,0 (RETURN)
POKE 21831,234 (RETURN) for invincibility
SYS 16384 (RETURN) to restart.

Right? OK? I mean, can I move on to something else now? Thanks.

BY FAIR MEANS OR FOUL (Superior)

A few passwords here for me old mate Jason's game of pugilistic japes, as sent in by The Breaker. LOAD the game as usual and when the opportunity arises type in:

TALON to fight Dirty Larry
PARTY to fight Steady Eddie
SWORD to fight Fast Freddie

BATTLE ISLAND (Novagen)

A hack or two for Novagen's latest (but not greatest), provided by The Breaker. These provide infinite lives or bombs in two easy to swallow forms – use either a listing or reset POKEs as befits the nature of your astrological . . . er . . . bias. Yes. Well, here are the
POKEs. LOAD, reset and enter:

POKE 50228,173 (RETURN) – Infinite lives
POKE 64090,173 (RETURN) – Infinite bombs
SYS 24064 Restarts

If you haven't got a reset switch, type in the listing below and save it to tape for future use if you like. Now put your tape in the C2N and type LOAD (RETURN) (not SHIFT and RUN/STOP). After the first part of the game loads, a prompt will appear so typ SYS 272 (RETURN) to load the rest. When it finally does finis loading, you should be able to start hunting for those brid bits with infinite lives and bombs.

```
0 REM BATTLE ISLAND CHEAT BY THE BREAKER
10 FOR I=272 TO 343: READ A: POKE I,A: NEXT:
NEW
20 DATA
32,129,255,141,4,212,169,35,141,236,3,169,1,141,
237, 3,76,13,8,169,64
30 DATA
141,133,239,169,1,141,134,239,169,4,141,127,239,
169, 4,141,127,239,169,3,141,126,239,169
40 DATA
19,141,125,239,32,0,224,96,169,77,141,139,10,169
,1,141, 140,10,76,0,10
50 DATA 169,173,141,52,196,141,90,250,76,0,94
```

WHEELIES (Micro Selection)

Indestructibility for both Tarkus and Eugene (don't I know him?) can be yours in this cutesy collect 'em up, thanks to The Breaker. Just LOAD up the game, just as you would any other day of the year then depress the reset switch (saying that its girlfriend is two-timing it for a phono plug is a good idea). Now type in POKE 19249,173 (RETURN) then SYS 16579 (RETURN), and you can get rolling!

CHEAPSKATE (Silverbird)

Not a bad game this, but a weeny bit hard I reckon, so get your finger out of your ear, LOAD the game, reset, and type in these Breaker POKEs.

POKE 6339,0 (RETURN) for infinite time
POKE 7616,173 (RETURN) for infinite lives
SYS 4096 (RETURN) restarts the game.

TIME TUNNEL (US Gold)

We've had quite a few calls from bewildered gnomic types trying to work out what the hell they're supposed to do to get started in this tacky arcade adventure which 'graced' the cover of Issue 42. Si Hi from Swansea has sent in the method for activating the time machine, and it entails the following:

Pick up the log in the pool room and place it in the fire place. Now zap it and an object should appear on the table. Pick it up, climb the ladder in the time machine room and place the object on the ledge. You can now select a date, press the fire button and you're there!

Well, what can I say apart from 'Woo hoo me old petunias! An' all that . . . '

DARK SIDE (Incentive)

At last, the location of the final telepod crystal has been revealed by Colin Neal and Rehan. All you have to do is run into the letters D, A and R then enter the second part of Callisto Stores where you should find a little switch. Shoot the switch before it disappears and go through the triangle to the Iapetus sector. Enter the equator tunnel and head west. The part of the tunnel under the Ganyde sector contains three lights on the roof, and the middle one of these is the telepod crystal. Before you run into it, shoot the connecting wire until the crystal changes shape then pick it up, because otherwise you'll lose shield energy.

ROY OF THE ROVERS (Gremlin)

This is one of the worst games've seen in recent months, but Simon 'Chopper Babs' Bibby bought the game before he read the ZZAP! review . . . Oh dear. Well, Simon is obviously a tenacious sort of person, because he managed to stay with it long enough to provide some tips for the team rescuing section.

First, collect the membership card from Roy's house which identifies you as a member of Psychopaths Anonymous and lets you past all the muggers and baddies. Now you have to get the hard hat, which, of course, you find in the estate agents. Thus equipped, you can go to the building site where you should enter the main blue building and pick up the rusty iron key. Use this (God knows how) to get from the bottom of the crane to the top, where you should find Duncan McKay.

Now go to the Burger Bar and pick up the shiny brass key. Take this to the fast food checkout and use it to open the door, thus releasing Andy Styles.

The next venue on the agenda is the hypermarket. Walk to the end of row B and use the much favoured 'Trial And Error' method to deactivate the security lock at the fuse box. You will then have rescued Bob Richards from his small brick prison.

The last player is held at the distribution depot but the guard won't accept your membership card. What you need is the pass from the shady character who appears at the King's Head and the Farmer's Arms. But how to get it? Haha, well, that would be telling, wouldn't it?

Oh, by the way Chopper, I passed on your message to Maff about Blackburn Rovers being crap, and his reaction was, 'Eh?'. Gordon, on the other hand, wasted no time in beating my head to a pulp. Thanks Gordo.

LAST NINJA 2

(System 3)

Cor, heck, and all that. This must be one of the most solved games ever. It's only been out for a couple of months but I have been FLOODED with solutions and maps of the game's seven levels. The best map and tips were from Wayne Fowler and Tim Haines who are our cartographers of the month (polite ripple of applause from appreciative audience). After that the list of names is too vast and cosmic to fit in my humble pages, so I'll just say a big

THANK YOU

to all of you who took the time off from joystick molesting to send in your tips.

LEVEL 1 – CENTRAL PARK

You start off in a sort of open-air theatre, so go through the curtain and punch the flashing yellow box to reveal a trapdoor on the stage on the first screen. Drop through the trapdoor and you will be under the stage where you should find (bottom left corner) a key. Take this.

The nunchukka is in two parts, both of which are in separate ladies' lavvies (the bits look suspiciously like toilet chains to me). Just enter each loo and use the pick up action to collect them.

Pick up the hamburger on the hamburger stand and use it to top up your energy.

There are some shurikens in a box between two benches on the screen before the juggler.

To get past the juggler, just keep somersaulting.

Get the map on the screen after the juggler.

Climb up the trellis on the screen with the map, then cross over to the next screen and somersault across the gaps to find the staff. Remember to climb down backwards.

Use the key to open the gate, then wait for the boat to drift near you on the next screen and somersault onto it. When it stops moving, somersault onto the other bank.

Dodge the bees and take the right hand path then somersault onto the next screen.

Try to land on the island, then push at the boat with your staff and jump back onto the bee screen. This time take the other path and you will end up by another stretch of river bank with the boat from the island floating past. Jump onto the boat then jump to the other side, and you can load the next section of the game.

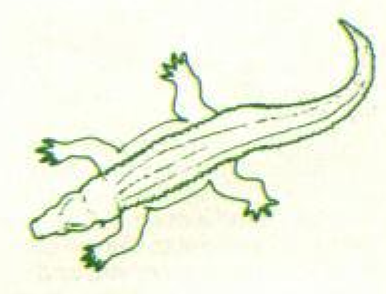
EXIT

KEY

E - ENEMY
K - KEY
ST - STAFF
M - MAP OR SCROLL
J - JUGGLER
H - HAMBURGER
S - SHIRAKEN
N - NUNCHUKAS
TD - TRAP DOOR
✪ - START
↑ - UP

BEES





LEVEL 2 – THE STREETS

Only cross the roads when the lights are in your favour or you'll be squashed into a slimey pulp by a speeding motorbike.

Enter the workman's hut and 'pick up' and you should collect a manhole key.

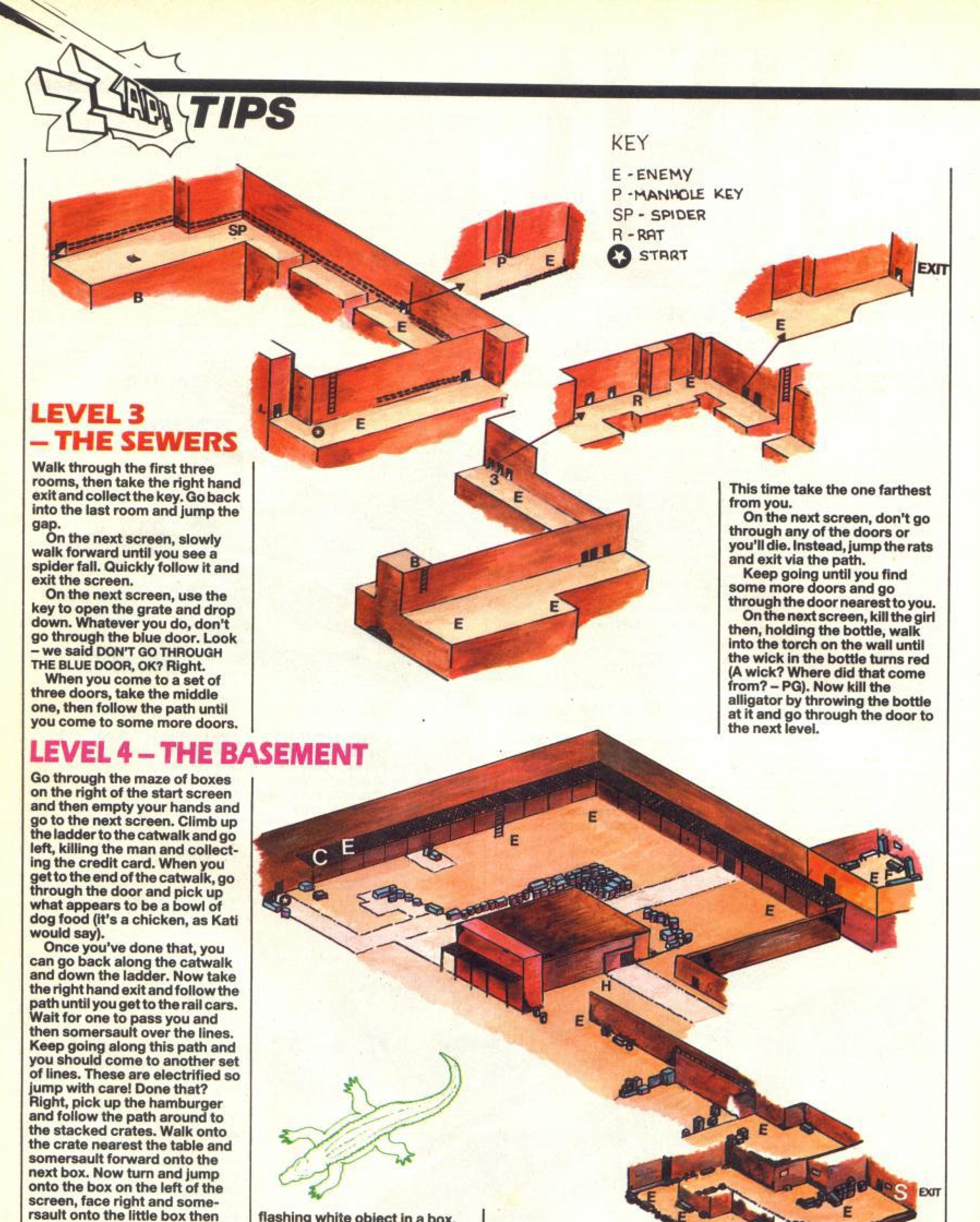
When you enter the screen with the flashing door, kill the thug and kick down the door. Enter the martial arts shop, beat up the shopkeeper and collect the sword from the wall.

Find the drunk and take the bottle from him.

Take the hotdog from the hotdog stand to regain some energy.

Beware of the man leaning out of the window – he throws a pretty mean flower pot.

Exit this level by using the key to open the manhole on the path, and drop through it.



LEVEL 3 – THE SEWERS

Walk through the first three rooms, then take the right hand exit and collect the key. Go back into the last room and jump the gap.

On the next screen, slowly walk forward until you see a spider fall. Quickly follow it and exit the screen.

On the next screen, use the key to open the grate and drop down. Whatever you do, don't go through the blue door. Look – we said DON'T GO THROUGH THE BLUE DOOR, OK? Right.

When you come to a set of three doors, take the middle one, then follow the path until you come to some more doors. This time take the one farthest from you.

On the next screen, don't go through any of the doors or you'll die. Instead, jump the rats and exit via the path.

Keep going until you find some more doors and go through the door nearest to you.

On the next screen, kill the girl then, holding the bottle, walk into the torch on the wall until the wick in the bottle turns red (A wick? Where did that come from? – PG). Now kill the alligator by throwing the bottle at it and go through the door to the next level.

LEVEL 4 – THE BASEMENT

Go through the maze of boxes on the right of the start screen and then empty your hands and go to the next screen. Climb up the ladder to the catwalk and go left, killing the man and collecting the credit card. When you get to the end of the catwalk, go through the door and pick up what appears to be a bowl of dog food (it's a chicken, as Kati would say).

Once you've done that, you can go back along the catwalk and down the ladder. Now take the right hand exit and follow the path until you get to the rail cars. Wait for one to pass you and then somersault over the lines. Keep going along this path and you should come to another set of lines. These are electrified so jump with care! Done that? Right, pick up the hamburger and follow the path around to the stacked crates. Walk onto the crate nearest the table and somersault forward onto the next box. Now turn and jump onto the box on the left of the screen, face right and somersault onto the little box then onto the other side. Erm, a bit convoluted I know, but perhaps it would clarify things if I say that the whole jumping-about pattern resembles a zigzag.

Moving on from there, you should find yourself in a room filled with bottles. Go straight down, kill the blue man on the next screen, then on the following screen you should find a flashing white object in a box. Hold the chicken and collect the box (this poisons the chicken).

Go back to the bottle room, take the exit on the right and you should be face to face with a hungry panther. Hold the chicken and walk forward slowly until it sits up. Take one more step forward and use the pick up method to lure the panther towards you. It will then take the chicken, eat it and die.

Go past the dead panther to the next screen and use the credit card on the white box to enter the lift and go up to . . .

LEVEL 5 – THE OFFICE

Leave the first screen and go through the blue door and touch the computer in the office. The computer will give you a number which those of you with particularly poor memories should note down.

Go back out and follow the path down and around to a screen with two doors on it. Go through the top one and walk over to the desk near the pictures. Stand at the bottom and use the 'pick up' movement to touch the button on the table, thus opening a secret door.

Climb the ladder on the next screen to reach the second floor of the offices, then go out through the door. Go through to a room with a fan in it, stand close to the wall and face backwards. Keep nudging the ninja backwards until you reach the back wall then go to the grate and use 'pick up' again to open it. Go out onto the ledge.

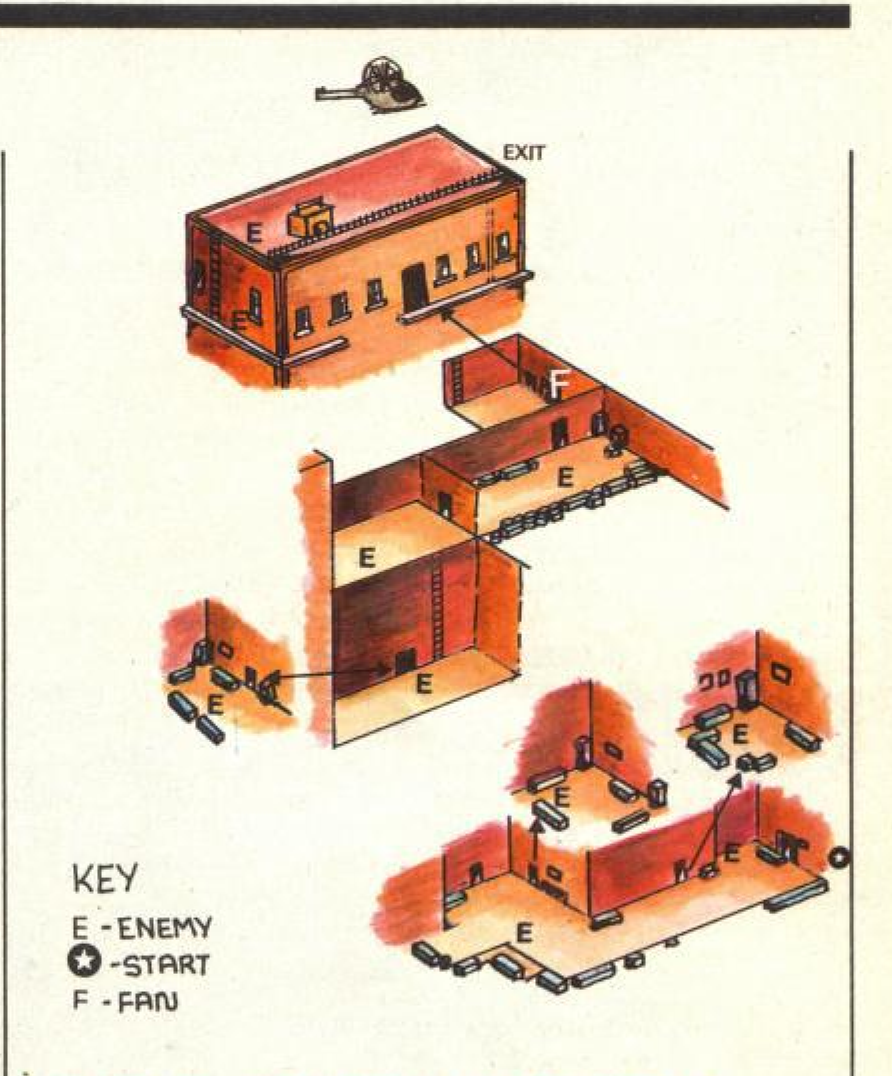
Follow the ledge around and go up the ladder. Kill the next man you see then put away all your weapons. When you get to the last screen of this level you will see Kunitoki making his escape in a helicopter. Stand at the top right hand corner of the screen and when the helicopter leaves, somersault off the building and onto its landing skid. The helicopter will now carry you to the next level which is . . .

LEVEL 6 – THE MANSION

This level starts with you still hanging onto the helicopter, so to get off without killing yourself, pull down on the joystick when it flies past the turret and you should drop down safely. Somersault forward, landing in line with the turret on the left, then somersault again to land on it. Now gently nudge left off the turret and walk along the grey strip until you reach the window. Face the window and somersault again to land inside the mansion.

Walk down the corridor into the next room, go through the big door and collect the rope so that you can go down in the dumb waiter.

Turn off the alarm then walk behind the plant where you should find an entrance. Punch the switches on the wall to switch on the lights in the maze which is on the next screen. Get yourself through the maze (this is pretty easy) and you should find a steam engine. Redirect the steam by touching the right hand switch on the boiler and you can walk through the door to . . .

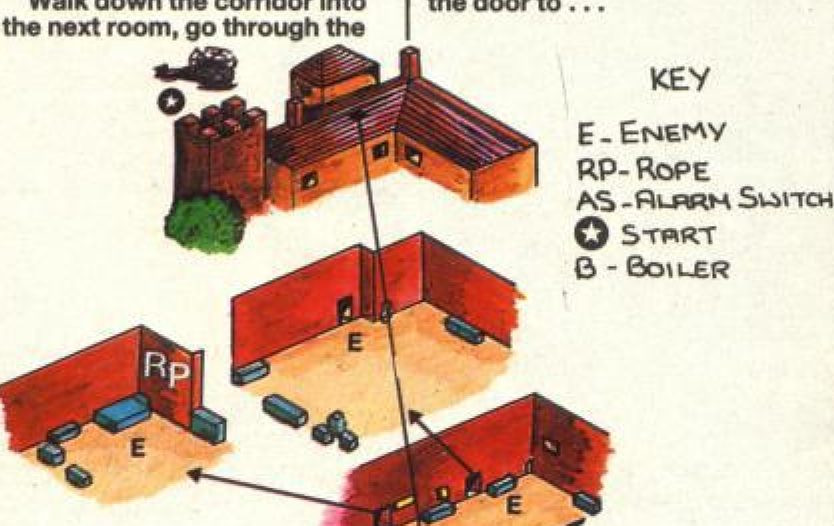


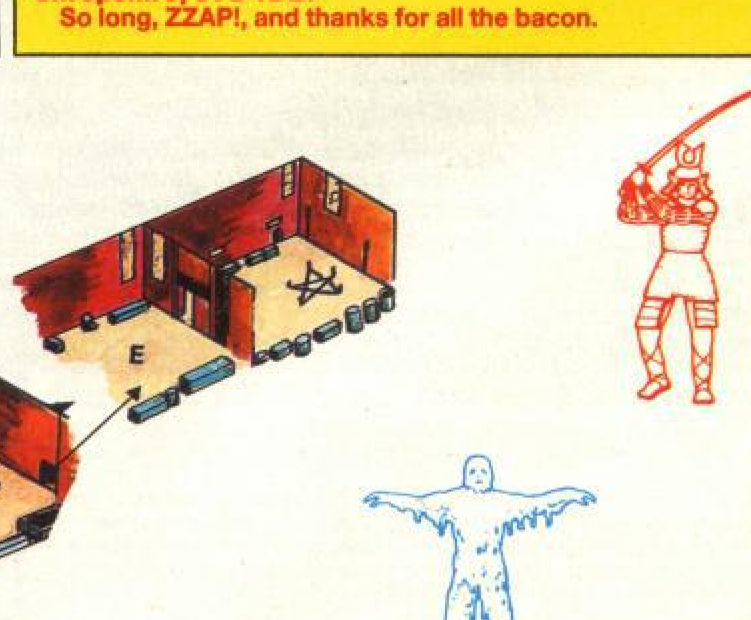
LEVEL 7 – THE FINAL BATTLE

Kill the guard in the first screen, then walk through to the room with the pentacle on the floor. Go over to the tapestry on the wall and lift it up to reveal a safe. Unlock the safe with the combination from the computer in the office and take out the orb. The man himself, Kunitoki, will now enter the room and you've got to kill him so that he falls somewhere inside the pentacle. Before he regenerates, light the candles on the points of the star and put the orb back in the safe to finish the game. Hoo-ooo-wee!

Well, that's it. It's time for me to pack my toothbrush and head off into the sunset. This month's top tipsters/cartographers of the month are Wayne Fowler and Tim Haines, and they'll each be receiving a £30 software voucher pretty soon. If you've got some vital piece of energy-conserving, Doberman-inflating, quantity-surveying tips which you want to share with your fellow gamers, stick it in an envelope or on the backside of a postcard and send it to **PG's T . . .** oh, er, no, it'll be **Maff Evans And His Amazing Technicolour Tips Pages, ZZAP! Towers, PO Box 10, Ludlow, Shropshire, SY8 1DB.**

So long, ZZAP!, and thanks for all the bacon.





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AS THEY PLAY IN GERMANY

Who are those people who've provided us with some of the best and worst of software in the past two years? Whose badly translated instructions provide the biggest laughs in the ZZAP! office? What are they going to do next? We investigate the German software companies whose growing *Wanderlust* has led them to markets abroad.

OVER THE RAINBOW

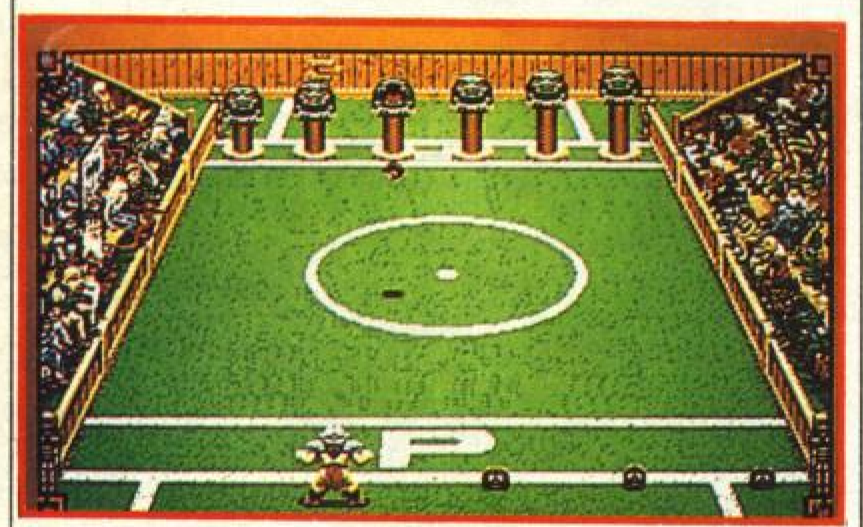
From its humble beginnings as a one-person-show in Gütersloh in 1984, **Rainbow Arts** has grown into the biggest software publisher in Germany. Since then, the company has expanded vastly, now employing 60 programmers who work in teams to produce action and role-playing games and arcade conversions, not just for European markets, but for companies in America and even further afield.

In the UK at least, **Rainbow Arts** have established a reputation which can only be described as unreliable. Their sub label, **Time Warp**, for example, produced the staggeringly bad *Around the World in 80 Days* and *Street Gang*, but were also behind the excellent *Super Mario Brothers* clone, *Great Giana Sisters.*

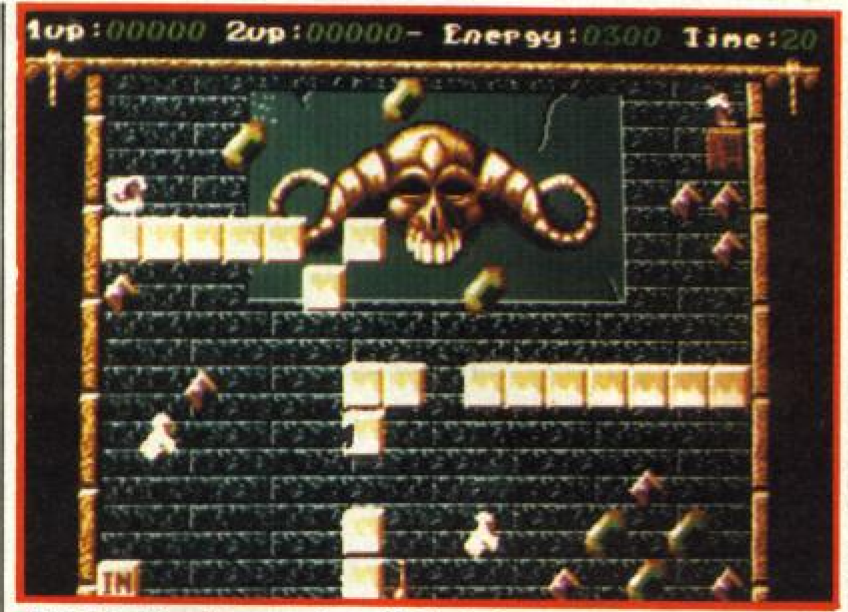
Nintendo were blissfully unaware that their bestseller had been cleverly emulated until one of their executives saw the game on a monitor at a trade show and immediately ordered writs to be served, halting the game's production in Britain and the programming of its sequel *Arthur and Martha in Futureworld.*

Another of **Rainbow Arts'** clones, the superb *Katakis* caused an even greater stir in Britain because its gameplay bore such an uncanny similarity to that of Irem's coin-op classic *R-Type. Go!*'s plans to release the game on 64 and Amiga formats were stopped in their tracks by **Mediagenic**, who had spent heaps of cash on licensing and converting the original.

Rainbow Arts have put all that behind them now, and are moving into new markets – their first foray into the arcades under the auspices of **Rainbow Games** should show its fruits in early '89. *The Dark Chamber* – a fantasy shoot 'em up – is to be followed by a sports game with a difference – *Monster Olympics.*



▲ A future sport that's for real hardos only (*Grand Monster Slam*)



▲ He's laughing at you, you know! (*Spherical*)

RA have a packed schedule for the home market, too. Coming soon are *Spaceball, Danger Freak* and *Spherical*, a game which, from the screenshots we've seen, looks like a souped-up *Solomon's Key.* There are also plans for another ten arcade games, four role-playing games and rumour has it that there are even a couple of 3D simulations in the pipeline, probably on 16-bit formats.

On the **Soft Gold** label (previously responsible for software weaklings *Jinks* and *Bad Cat*) we should be seeing two games on the 64 and Amiga programmed by the **Golden Goblins** team. *The Grand Monster Slam* is a sports game played by barbarians, who make their money by kicking small furry creatures down playing fields. *Circus Attractions* lets you master the skills of the knife thrower, the highest of high divers, the tightest of rope walkers, a mad trampolinist and a guerilla juggler.

Meanwhile, **Time Warp** are putting the finishing touches to their volleyball simulator, called *The Volleyball Simulator* (er . . . yeah), and are currently

▼ The graphics are good, but the gameplay . . . ? Wait and see, when *Tom and Jerry* gets an airing later this year

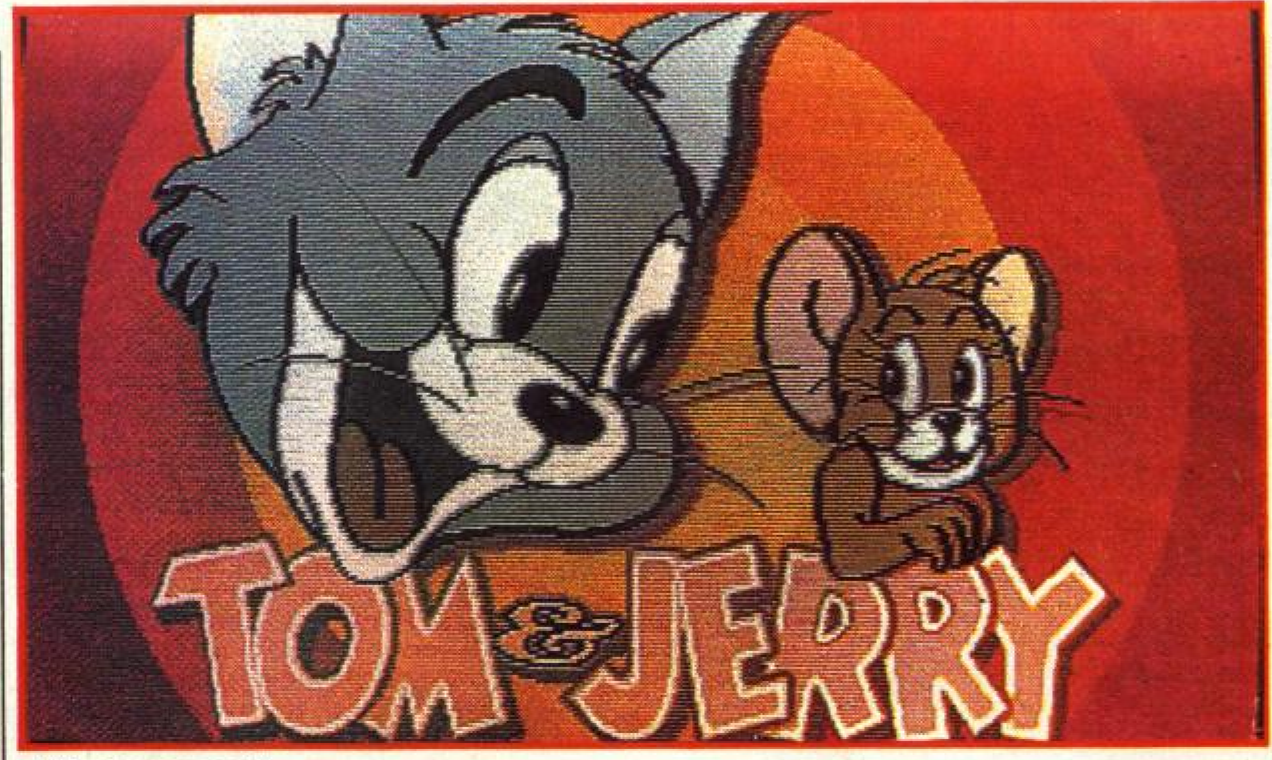


working on the rather more evocatively titled *Oxxonian* and *Winetou* (don't know what these are yet – sorry).

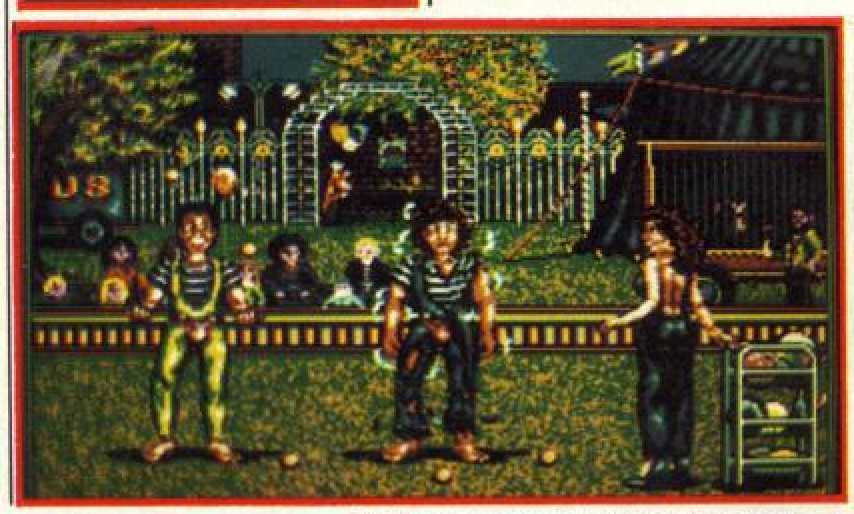
Rainbow Arts' other affiliated label, **ReLine**, will soon be ready to release *Oil Empire* (a strategy game which should attract budding magnates), *Hollywood Poker Pro* and *Wiow Wizard*. Later on this year, expect to see an adventure called *Legend of Fairghad*.

▼ Cor Blimey! Look at that stereotype terrorist! (*Persian Gulf Inferno*)

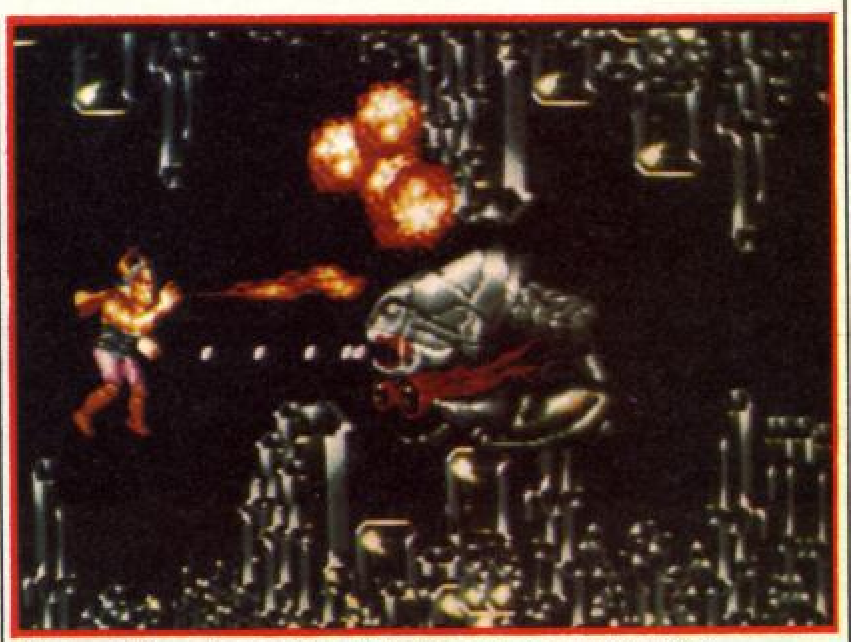




▲ Need we say more?



▲ 'Laydees an' gen'r'men, step riiighd up for *Circus Attractions*'



▲ He could have cleaned his teeth before snarling at you like that (*Dark Chamber*)

MAGIC BYTES BACK

Probably the nicest thing you can say about **Magic Bytes** is that they've never been short of ideas. Since the founding of the company in the summer of 1987, they have assailed the sensibilities of British gamers with such mind-bogglingly bad products as *Pink Panther*, *Western Games*, *Vampire's Empire* and the abusive *Clever and Smart*. By the Summer of 1989, 64 and Amiga owners should be able to see *MiniGolf* (a Crazy Golf game, as if you didn't know), *The Paranoia Complex* (an urban arcade adventure set in the future), *Nightdawn* (planet exploration in a scrolling maze format), *Wall Street* (a stockbroking simulation), *USS John Young* (a naval warfare simulation with 3D graphics) and *Persian Gulf Inferno* (30 minutes to kill the Arab terrorists, save the VIPs and defuse a nuclear bomb).

Magic Bytes are also on the brink of releasing their licensed game of cartoon faves *Tom and Jerry*. The game is planned to include all the familiar cartoon features, such as short cuts through mouseholes, smashing ornaments, refrigerators, Jerry's appetite and Tom's plans for putting him into a sandwich. There will also be a two player option which allows one player to be Tom and the other to be Jerry. The graphics on the Amiga demo we saw were well up to scratch, but have Magic Bytes managed to put a playable game in there this time? We'll have to wait and see won't we? Well, some of us will.

► Still, that hairdryer is probably more comfortable than an Epilady (*Paranoia*)

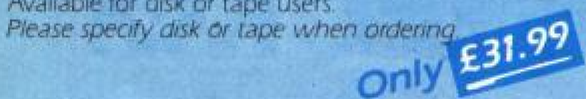


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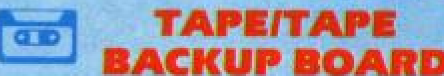
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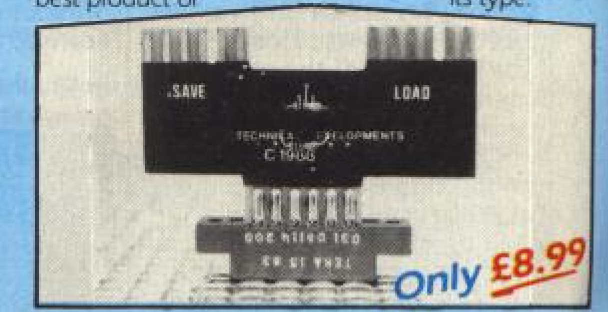



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WIN THE CHANCE OF A LIFETIME!

FLY TO FINLAND AND SEE A REAL TOTAL ECLIPSE!

OK, so you've seen Liverpool play Notts Forest at Anfield, you've seen a couple of American blokes bouncing about on the moon, you've seen Tarby tell a good joke and you've even seen a fire-eating python at the zoo. Er . . . yeah. Tell you what you haven't done though – bet you've never set eyes on a real-life total solar eclipse.

Well, not many people have, actually. Your average lovable, cuddly member of the human race just never gets the chance. For a start it doesn't happen all that often (the next one's in 1990) and when it does you can only see it from certain parts of the world at a time. Oooh!

Wouldn't you just be the most incredibly jammy, lucky individual, the sort of person everybody can't stand because they have absolutely everything (like Gordo – no, no only joking, ha ha) if you got to the next eclipse yourself? Wouldn't you know *(well, OK you would if you've read the title of the comp – there are only so many ways you can write a competition you know, we're not walking brains down here . . . mumble, mumble, mumble)*, those incredibly fab and triff, trendy and chubby (er . . . not chubby really, at all, honest) people at Incentive, producers of *Driller*, *Dark Side* and *Total Eclipse*, are giving you the chance to do just that.

Yup, to celebrate the sizzling success of their own *Total Eclipse* (see review on page 14), they're giving you the opportunity to win a trip to Finland for two to see the next total eclipse – in 1990. In five fun-filled, froody days, you'll jet to Finland, get to see Helsinki, fly to Joensuu where, from an optimum observation point at the shores of a beautiful lake, you'll get a brilliant view of the total eclipse before returning to Helsinki again. And if you don't think that's worth entering a competition for, you need your head examining – but we won't go into that because we don't want blood all over the office floor.

Right. Here's what you have to do. First, answer the following easy peasy questions.

1. Which of the following is not the title of a sector in *Driller*?
   Emerald, Topaz, Gravel, Ochre.
2. Which of the following is not the title of a sector in *Dark Side*?
   Oberon, Puck, Psyche, Fomalhaut.
3. What is the name of the Ketars' secret weapon in *Dark Side*?
4. What is the name of the moon on which *Driller* is set?
5. What is the name of the Ancient Egyptian Sun God, whose pyramid is featured in *Total Eclipse*?

Done that? OK, write the answers on the back of an envelope along with your name and address and send the whole caboodle to:

I WANNA SEE A TOTAL ECLIPSE COMP
ZZAP! TOWERS, PO BOX 10
LUDLOW, SHROPSHIRE, SY8 1DB

If they haven't got here by February 12th, you won't go. Nice aren't we?

incentive

A LOAD OF BLOCKS

ARE MAD 'N' WACKY GIRLY REVIEWERS ANY GOOD AT TETRIS?



ZZAP! CHALLENGE

I trust you Earth inhabitants had what you would term an 'entertaining' New Year. As I recall, it's the time when even the youngest of your race are forced to down huge quantities of repulsive russet-coloured liquid and thereby attain a state of consciousness akin to a quick snort of one of your Earth ammonia compounds. Like everything you do, it is pathetically inadequate.

However, returning to more sober topics . . . There's a new Challenge form in these, my pages: for an indefinite period, the Challenge will now take place every two months, on either an Amiga or 64 game, as specified by the wimpy bunch of so-called reviewers. If you think you can match them, write in on the original form or a photocopy.

One last thing: that hapless weed, Glancey, is now quitting the ZZAP! office in favour of a foreign field – so don't expect to win so easily from now on! Only the sternest contestants need apply . . .

An early morning just before the ancient feast of Christmas witnessed the arrival of the Challenger: Stuart James Scattergood, curiously nicknamed 'Oswald' by his friends and enemies. In fact, he arrived *too* early – a full three-quarters of an hour before the first of the ZZAP! chumps had crawled out of bed and slithered into work. Was this keenness, psychological warfare or just the fact that he'd caught the wrong train? Maybe it was all three . . .

It was revealed that my champion hailed from the Flint area, and therefore had much in common with the half-fish, half-human Evans, that repulsive toady from Clwyd whose vile ways and ill repute would never have got him into ZZAP! Towers but for a clerical error. The Challenger was much more accomplished: sporting his rubber-handled, intently-greased Atari joystick he *oozed* confidence; his favourite games include *Tetris, Nebulus* and *Wizball*. He expressed a severe (and wise) dislike of the odious Glancey's lemon 'n' lime tartan socks, expressed a preference for carrots

and nurses' uniforms, and listed amongst his hobbies, 'going to parties and jumping up and down a lot'. A worthy Challenger indeed!

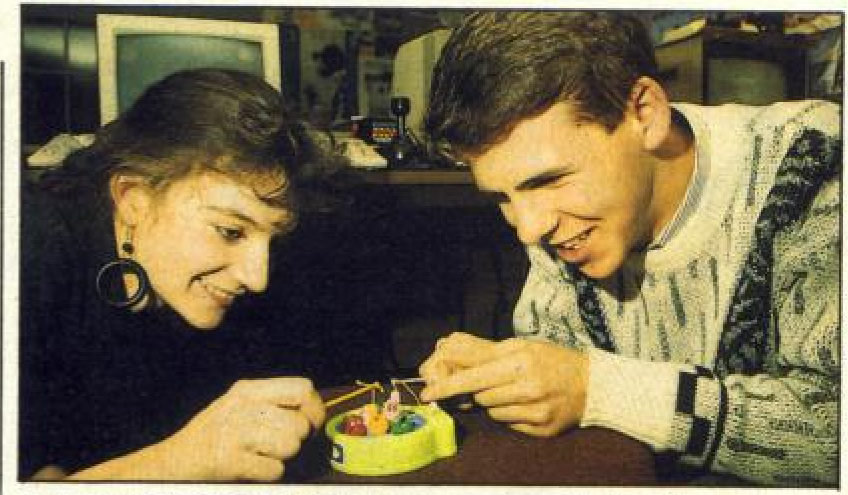
But who was he to face? Up





▲ Our hopeful Challenger, Stuart 'Oswald' Scattergood (Eh?) waggles his joystick a bit for the camera

stepped the first ever female reviewer at ZZAP! Towers: Kati 'nygaaah waaagh' Hamza, a creature of reduced brain power, chronic physical debilities and bodily features dissimilar to those of the other reviewers – something which I have always found puzzling amongst humans. There are those who may mock the existence of a girly Challenger – particularly one with such basic psychological hindrances – but ZZAP! reviewers are made of stern mettle (well, all excepting the parping puerile pulp-man, Paul Glancey), and no Challenger finds things easy on a long visit to Ludlow . . .



▲ As a relaxation from *Tetris*, the two opponents partake in a vicious and violent fish-catching game



▲ The ugly mugs and their pets celebrate the Hamza-creature's ignoble victory

The opposed high scores at *Tetris* painted a pleasing picture: Stuart's Top Score was an epic 79,420, whereas the uncoordinated Hamza-creature's best was a mere 18,980: I looked forward to a victory not tasted since the defeat of the scrawny tipster back in Issue 43.

It was agreed amongst those present that the Challenge would take place over three rounds of 5 minutes each, the player with the top score after that time being adjudged the victor. After a particularly rowdy night of jigging and slobbering, one of the 64s and its monitor had been belted senseless by the ZZAP! team, so the Challengers took turns on the only surviving machine in the Towers.

First off was Stuart. He'd been made to wait all morning by the conspiring chumps, filling his time by playing games and laughing nervously when Fat Git Houghton wandered anywhere near him. During lunchtime, he was force-fed pizza and gateau at a local sleaze-bar, so that by the afternoon he was well and truly intimidated, obliging me to down a Vim 'n' Dom cocktail to quell my mounting anger.

After a nervous start during which he treated the joystick like a wild dog with advanced rabies, he downed his blocks with the best of them, reaching a comfortable score of 2,248, completing 45 lines. An equally troubled Hamza managed to extend her claws around her favourite Euromax and press the fire button to start – beyond that her coordination was miraculous for one of such paltry quantities of grey matter. At the halfway stage, she had attained a score of 1,240 – 180 more than Stuart – and my circuits began to buzz with a sensation which equates to your human nausea. By



▲ As punishment, Stuart faces the full brunt of the Girly-One's hardest magic . . .

the end of the five minutes she had attained a huge 3,116 – 59 lines' worth of despair and misery for me . . .

In a fit of rage, I ordered the second tournament to take place immediately. This time Stuart was more confident – his pique raised by the humiliation of defeat – and he launched into line after line of glorious colour, an effect not dissimilar to that achieved by certain beverages in Ursa Minor. By half way he was well ahead of his previous effort, and at the end of the allotted period, he totalled 2,630 points and 50 lines. A slight disappointment – but I was convinced that a gauntleted cuff around the ears of the Hamza-thing would do the trick.

Nonetheless, with rising arrogance, the scrawny feminine creature launched into a flurry of shape-twirling activity, creating a repulsive pattern of sick-coloured shapes, piling on the points like the mad woman she is. Dismay struck again! By the end of five minutes, she had acquired a substantial 3,258 points, and another 59 lines – aaaaargh! I drowned my sorrows in a few snorts of Flash Old Peculiar.

The Challenge was effectively over, but the third game took place anyway. Stuart excelled himself in attaining the highest score of the day – 3,459 points (63 lines) – and managed to defeat the Strange One, whose final total was merely 9 points behind: 3,450 (61 lines).

It was not enough to spare my misery. I despatched the pathetic Flint-based creature back home, his arms piled high with a £30 software voucher, a free T-shirt and cap, and some free games thrown in to boot; as for me – I had to endure the misery of mocking from creatures with an IQ of sub-100. A few skillfully-placed electrodes resolved that situation – but, be warned, it had better not happen again!

▼ . . . and ends up attracting flies for a living



I am ready, willing and mentally stable enough to defeat Gordon 'Fat Man' Houghton at either SPEEDBALL (Amiga) or EMLYN HUGHES INTERNATIONAL SOCCER (64):

NAME ....

ADDRESS ....

....

....

TELEPHONE NO. ....

MY BEST SCORE IS .... **(Emlyn Hughes)**

.... **(Speedball)**



There has been some reshuffling in the scores this month. We have the introduction of *Last Ninja 2* and *Armalyte* scores along with the loss of *Gauntlet II*, *Gryzor* and *IO* from the list. Also, a word to those who are trying to get more than their fair share of scores into the lists. I can spot these things, you know! The crackdown starts here . . .

Meanwhile, our Challenge takes a new twist: those of you wishing to beat the reviewers into submission will find a new Challenge form awaiting you: this time, the pathetic ZZAP! team will decide which game they're going to be thrashed at – all you've got to do is fill in your top score for the chosen game (64 or Amiga) and wait to be summoned! Fame and a little fortune awaits those great enough to be my champions.

720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
148,200 John Flower, Victoria, Australia
134,300 Mike Thomas, Caerphilly, Mid Glam

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
798,470 Marc Hodge, Selby, N Yorks
435,100 Gordon Houghton, ZZAP! Towers
226,340 Stephen Lounds, Eastwood, Notts

BARBARIAN (Palace Software)
518,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield
356,400 Adrian Davies, Burntwood, W Mids

BARBARIAN II (Palace)
251,747 Matthew Phypers, Denby Village, Derby
246,060 Alex Shaw, Worcester, Worcs
124,600 Louis Polycarpou, Edgeware, Middx

BATTLE VALLEY (Rack-It)
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts
1,940,950 David Pocock, S Croydon, Surrey

BEAT IT (Mastertronic)
1,350,070 Peter Samaon, Victoria, Australia
813,510 Dean James, W Bromwich, W Mids
792,665 Alan Smith, Peckham, London

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,120,420 James Kent, Ware, Herts

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,215,420 Simon Bettison, Sheffield, S Yorks
8,120,740 Heather Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

COSMIC CAUSEWAY (Gremlin Graphics)
994,123 Ben Read, Penzance, Cornwall
887,460 Gavan Flower, Werribee, Australia
885,307 Antony Grasiewicz, Peterborough, Cambs

CYBERNOID (Hewson)
138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)
3,608,450 Justin Moy, Crawley, Sussex
3,172,550 Jason Goodchild, Tattershall, Lincs
1,747,700 Graham Scutt, Horsham, Sussex

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GREAT GIANA SISTERS (Go/Rainbow Arts)
94,710 Richard Ramsey, Gilmerton, Edinburgh
86,775 Steven Packer, Chelmsford, Essex
84,525 Ged Keaveney, Huddersfield, W Yorks

GUNSHIP (Microprose)
750,026 D Mothersole, Bishop's Stortford, Lancs
327,670 Paul Köster, Olpe, Germany
325,390 Matt Heaton, Berkhamstead, Herts

HAWKEYE (Thalamus)
2,456,250 Casey Gallacher, Calcot, Reading
2,090,600 Zap Treeby, Brixham, Devon
1,772,900 Gabriel Leung, Dollis Hill, London NW10

HUNTER'S MOON (Thalamus)
618,450 Lee Laurenson, Lerwick, Shetland
472,150 Zsuzui Bettison, Sutton-in-Ashfield, Notts
227,375 Matthew Upton, Elmley Castle, Worcs.

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yoevil, Somerset
356,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)
109,700 Neil Head, Stourbridge, W Mids
104,000 Lee Smith, Southampton, Hampshire
102,800 Phillip Gravett, Whitehaven, Cumbria

INTERNATIONAL KARATE + (System 3)
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middx
497,700 Gareth Pollitt, Thirsk, N Yorks

LAST NINJA 2 (System 3)
397,460 Louis Polycarpou, Edgeware, Middx
294,830 R Sporkeslade, Wassenaar, Holland
264,720 Marcus Nye, Great Barr, Birmingham

MORPHEUS (Rainbird)
1,321,485 Richard Pembridge, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon
1,202,241 Ian Brown, Warners Bay, Australia

NEBULUS (Hewson)
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks
154,400 Michael Garnett, Hatfield, Herts

OUT RUN (US Gold)
92,318,105 Martin Lear, Huddersfield, W Yorks
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx

PAC-LAND (Quicksilva)
891,410 I Strong, Twickenham
614,990 Jake E, West Bromwich, West Mids
504,650 Graham Stevens, Tattersall, Lincs

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, London NW1
1,060,800 David Pocock, S Croydon, Surrey
1,010,650 Jeremy Webb, Blandford, Dorset

PROJECT STEALTH FIGHTER (Microprose)
64,500 JK Hugget, Huddersfield, W Yorks
22,790 Jonathan Perkes, Woodford Green, Essex
14,280 Gary Williams, Plumstead, London

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
999 Anthony Melarangi, Runcorn, Cheshire

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
3,486,190 Webby, Chorley, Lancs
2,470,584 Marc Hodge, Selby, N Yorks

ROAD BLASTERS (US Gold)
1,929,830 Neil White Craigentinny, Edinburgh
1,801,190 David Neville, Brentwood, Essex
1,606,090 Chris Taylor, Darlington, Co Durham

ROAD RUNNER (US Gold)
3,009,456 RA Alessie, Rotterdam, Holland
1,022,100 Jason Faulkner, Cottesmore, Leics
766,580 Glenn Black, Gainsborough, Lincs

ROLLING THUNDER (US Gold)
4,474,735 Casey Gallacher, Calcot, Reading
749,410 Ioan Pritchard, Powys, Wales
730,520 Kelvin Clegg, Hayle, Cornwall

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
240,900 Robin Stowes, Dinas Powis, S Glam

SAMURAI WARRIOR (Firebird)
1,827 Wayne Fowler, Basildon, Essex
1,445 Tim Haines, Basildon, Essex
854 Richard Granville, Heshunt, Herts

SKATE ROCK SIMULATOR (Mastertronic)
395,050 Stephen Bambrough, Heaton, Newcastle Upon Tyne
326,380 Brian Hambley, Prescot, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)
15,943,250 Dean Betts, Edenbridge, Kent
11,078,440 G Leslie, Berwick upon Tweed, Northumberland
9,203,820 Phillip Gravett, Whitehaven, Cumbria

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsey, Gilmerton, Edinburgh

SPORE (Mastertronic)
969,100 Neil White, Craigentinny, Edinburgh
964,960 Matthew Holdaway, Coulsdon, Surrey 955,460 Terry Redfern, Buxton, Derbys

STAR PAWS (Software Projects)
693,378 Kriss, Northolt, Middx
647,226 Matthew Smith, Warrington, Cheshire
641,592 K Daniels, Northolt, Middx

TARGET RENEGADE (Imagine)
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria
340,900 Daniel Carroll, New Malden, Surrey

TETRIS (Mirrorsoft)
78,986 Stuart Scattergood, Deeside, Clwyd
40,455 Joan Tillotson, Halifax, W Yorks
28,820 Michael Reineke, Lüdinghausen, W Germany

THING BOUNCES BACK (Gremlin Graphics)
3,949,835 Casey Gallacher, Calcot, Reading
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,566,922 Martin Lear, Huddersfield, W Yorks

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
274,775 Simon Pile and Richard Maccall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
94,250 Kriss, Northolt, Middx

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants
39,700 Lisa O'Halloran, Victoria, Australia

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guidford, Surrey
397,950 Marios Stylianidès, London, SW16

ZYNAPS (Hewson)
398,850 Steve Lee, Guildford, Surrey
314,250 Michael Collins, Castlerea, Co. Roscommon
288,500 John Farrow, Barrowford, Lancs

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ZZAP! RESULTS with Ken the Fish

New years mean resolutions, and I've made quite a few fish-related ones. For a start, I'm going to make sure that those warm-blooded, land-dwelling dry-skins in ZZAP! clean out my tank *regularly*: there's nothing more embarrassing when you've got guests round than having little orange sausages floating *right next to* the ants' eggs.

Secondly, I've decided (for health reasons) to cut down on the amount of mass-produced 'flaky' fish food I consume. The amount of additives this contains is, frankly, shocking – and I would recommend it in no way to any fish. Pure, unabused plankton is the only food for me.

Right, on with the results. This month I've used my megastar status to bring you the winners from Issue 44. A quick 'gloop gloop' and a wave of my tail charmed the office long enough for me to steal the results from under their noses. Fools.



A new section this, but one I've considered necessary for quite some time. It's just a little game between you and me – an exchange of bodily fluids, if you will. I show you the silhouette (as below) of a well-known fish, together with some vital information about that particular aquatic vertebrate. All you've got to do is guess the identity (answer at the foot of the opposite page). No cheating now!

This month's mystery guest is a great friend of mine. He loves the North Atlantic, preferring undersea areas of soft or sandy ground. Smooth, small scales and a spattering of orange spots cover his body, and a ridge of bony nodules grace his head, behind the eyes. Tops in the food stakes for our anonymous friend are worms, small crustaceans and molluscs; he prefers those species with opening shells, mussels being especially popular.



ASSAULT ENCORE

Those fish-flavoured Elite creatures, purveyors of the finest Gold Flake in the computer industry, offered 10 people the chance to have a fish-free day out at an army assault course. As well as this aqueous activity, the winners also received an Elite mug, T-shirt and copies of the eight Encore titles so far. The lucky baskers were:

Paul Devlin,Leigh WN7 1TS;Christopher Harvey,Burton-on-Trent DE15 9JD;Kayur Patel,Leicester LE4 6RD;John Hammond,Sutton Coldfield B76 8NT;Seamus Slater,Shoeburyness SS3 9AB;Andrew Price, Stourbridge DY8 3YL;William Verrier,Essex CO7 0AL;Andrew Sobryan,Isleworth TW7 5HX;Jamie Basselt,Stanford-le-Hope SS17 7HD;Kevin Hartshorn,Bideford EX39 4DB.

Ten runners up in this shark-infested competition received the whole Encore range. A big fin, if you will, for:

Stuart Price,Fife KY8 5BX;Samee Khan,Ilford IG3 9LY;Nicholas Beedham,Todmorden Ol14 8JL;Yasser Ali,Pakistan;Bradley Stew, Coventry CV7 9GJ;Sean Fothergill,Rotherham S63 9NW;Stephen Moore, Suffolk CB9 0NF;Neil Hudson,Cheshire CW4 7NS;Colm McFadden, Co.Donegal Ireland;Paul Ramsey,Luton LU2 7AF.

MUNCHER CHEWIT OR ELSE

Does the Loch Ness monster exist? I can state quite categorically that I have an acquaintance (Mad Angus McTurbot) who regularly swims the Caledonian Canal's many Lochs and locks, and he has heard tell of Nessie's existence from close friends. He's probably lying. Anyway, a monster of a different kind was the subject of this competition, the 10 winners of which were provided with a year's supply of Chewits (365 packets):

Neil Stewart,Glasgow G41 4DF;Jamie Gill,Hexham NE46 1YA;Marc Blackie,London SE4 2AJ;Stuart Murphy,Chelsford CM2 7EJ;Michael Tinsley,Dublin 12;Christian Lett,Lichfield WS13 7DR;Allan Davies, Malvern WR13 5DN;Keith Rowland,Brighton BN1 7JF;R Coumans, The Netherlands;Marcos Moret,London N20 OUE.

ELECTRA'S MONSTROUS COMPETITION

Where do Electra come in the fish-loving stakes? It's a mystery to me – they've never openly stated their policy towards fish-kind. However, they *were* generous enough to offer a free T-shirt and a copy of *Better Dead Than A Ling* to 10 readers, so they must have tendencies towards certain aquatic species. Anyway, the undersea people who'll be giving gifts to their goldfish tonight are:

Sam Trafford,Scarborough YO13 9HU;Thomas McCeery,Cumbernauld G67 47E;Cai Ros,Gwynedd N.Wales;Mark Robson,Sunderland SR6 9LJ;Anshu Asthana,Stalybridge SK15 2UH;Paul Maund,Southsea PO5 4DR;Zaid Qureshi,Middlesex TW3 4BP;Chetan Vadher,Wembley HA9 6BN;Andrew Erskine,Reading RG1 6ER;Jarnail Bhangal,Coventry CV2 4LF.

Do aliens keep pet fish, I wonder? – this is a question which deserves further consideration. In the meantime, 10 piscatorial runners up received a T-Shirt:

David Walker,Boston PE22 7PQ;Mark Goble,Kent ME1 3RJ;Peter James,M.Glamorgan CF38 1HG;Scott Bethell,Little Hampton BN17 7NN; Paul Fagan,Iver Heath SIO 0PH;Mark Philotts,Pemford RM3 OYT;Neil Burt,Dorset DT6 4AT;David Exton,Stafford ST16 3SG;Andrew Kettewell,Fareham PO14 2NG;Duncan Scott,Peterborough PE6 8JU.

MAR,TECH A LOOK AT THIS CHRISTMAS STOCKING

A handy tip for fish-owners everywhere: NEVER EVER introduce an electric fire into your fish's underwater environment. I know you're probably only trying to be kind, but please take note of this advice – it's a subject very close to my heart. We're cold-blooded creatures, so we don't require heat in the way that you upright mammals do.

Back at the Towers, the winner of this Christmas cracker of a comp received a stocking, including a Kodak 3000 disc camera, a selection of games books, T-shirt, a couple of trout and a canister of water-purification tablets. He was, in reverse order:

Richard Smith,Middlesex HA7 1LJ

50 Lumpsucker-liking runners up received a stocking full of anchovy-flavoured choccies, and a previously released Martech game:

Gavin Black,South Shields NE34 9JN;David Exton,Stafford ST16 3SG; Anthony Micallet,Swindon SN3 5EQ;Peter James,Tonteg CF38 1HG; Michael Burke,Skem,Lancs;Neil Bache,Stourbridge DY8 3YH;Ian Warwick,Aldershot GU11 1PR;Glen Whiteheart,Sunderland SR4 0RT; Derek Fullerton,Edinburgh EH12 5RJ;Jason Howdon,Nr Chester CH4 8SG;Mark Steel,Rotherham S60 4BZ;Damon Smith,Watford WD2 6LE; Grant Adams,London SE25 6NJ;Samee Khan,Ilford IG3 1DB;Michael Jones,Birmingham B32 1NA;Nigel Manning,Leicester LE6 3RT;Paul Henton,Nottingham NG6 0FP;Stuart Price,Fife KY8 5BX;Chris Marples,Eccleston PR7 5QS;Pat Fegan,Co.Down BT3 56DT;Karl Drinkwater,Manchester M32 9TA;Christian Lett,Lichfield WS13 7OR; Kevin Clarke,Winsford CW7 3DY;Ian Chase,Thetford IP24 1EH;Steven Morris,Stoke-on-Trent ST8 7AU;Kieron Murray,Co.Kilkenny Eire; Jason Fowler,Norwich;Jamie Gill,Northumberland NE46 1YA;Daniel Bourner,Nr Peterborough PE6 8NZ;Louise Hudson,Cheshire CW4 7NS; Daniel Taylor,Orpington BR6 9DS;P S Rogerson,Preston PR5 4RU;S J Livesey,Gibraltar;Bjorn Heinzinger,Co.Tipperary;Bradley Stew, Coventry CV7 9GT;Gavin Wiseman,Hamilton ML3 9BG;Ian Flynn,Dundee DD4 0LL;Tony Ashfield,Crawley RH10 1PQ;Christopher Ray,Newport NP1 0AY;Simon Bull,Oxon OX16 9DX;Steven Ledsham,Runcorn WA7 6AA; Mark Hanson,Tyne & Wear SR4 0RT;Dean Smith,Busey Heath WD2 3RB; Kevin Large,Burton-upon-Trent;Gavin Dixon,Northumberland NE49 9DD;Andrew Sobryan,Isleworth TW7 5HX;Jarnail Bhangal,Stoke CV2 4LF;Guy Clark,Stockport SK1 2QL;Andrew Wooller,Eastbourne BN23 6JT;Robert Davis,Bristol BS15 2UX.

WIN ARMALOOT

Do fish have a Thalamus? The first person who can inform me of the truth or otherwise of this fact will receive an autographed picture of yours truly – a fine prize indeed! A Thalamus of a different kind was dishing out the original artwork of the *Armalyte* cover and ad (signed by Oli Frey), plus a copy of that mega-blasting game itself, *Armalyte*:

Gary Privett,Kent BR5 4LN.

Five further purveyors of perverse piscine pleasure were to receive a Lazer Tag gun and sensor set plus a copy of the game:

Carl Schmid,Perth PH2 0LD;Kasra Farhadpour,Guilford GU4 7LR; Jonathan Wareham,Mickleover DE3 5EG;Tony Paraskeva,London N8 9RY; Gavin Carr,Glasgow G69 6ER;Charlton Davis,Surrey KT5 9PT.

BLOOD AND GUTS

This is a sore subject, but have you ever tried gutting a fish? If you must do it, the best way is to do it quickly – causing as little pain as possible to the fish concerned. Better still, stick to eating vegetables or plankton, like us.

Meanwhile, back in Issue 44, The Games Workshop (when are we going to get a Fish RPG?) doled out to 20 American Fishball lovers a blister pack of *Blood Bowl* miniatures plus a copy of the game:

Tommy Bowker,Carrbridge PH23 3ND;Neal Todd,Warminster BA12 9QU; Christopher McAleer,Glasgow G73 3QY;Stuart Hamilton,Stone ST15 0DQ;R Nithi,Surrey KT4 7LG;Chris Farmer,Newark NG24 3TW;Don Woods,Co.Leitrim;Kevin Murphy,Kirkcaldy KY1 1PX;Mark Smith, Broxbourne EN10 7HD;M Philpotts,Romford RM3 0YT;Andrew Malone, Co.Kildare;G D Benford,Formby L37 1PZ;Christian Grant,Blackpool FY4 2HE;Kristiaan Yorks,Wickford SS11 8NA;D Hields,York YO3 7TU; Darren Seryck,Enfield EN2 0DF;Neil Treeby,Brixham TQ5 0LX;Craig Ward,Blackpool FY2 9PU;Greg Newby,Wrexham LL13 0ED;Joe Pepper, Cardiff CF4 8DX.

28 runners up received a blister pack each. Nasty things for fish, blisters. Good thing we don't get them too often:

Colm Andrews,Via Hyde Cheshire;John Pagan,Barrow-in-Furness LA14 2DT;Jeremy Pryce,Welshpool SY2 9HX;William Powell,Halesowen; Garry Clark,Manchester M9 1JB;Robert Oliver,Hove BN3 8AF;S Stribling,Wickford SS1 8QX;Keith Hetherington,Newtownards BT23 4RT;Christopher Madden,Caherdavin;Paul Rudge,Warrington WA5 3BW; Steven Ledsham,Runcorn WA7 6AA;Colin Smith,Bishops Stortford CM23 2DB;Jon Simcoe,Kettering NN16 9RN;Keith Bartlett,Poole BH12 3NE; Darryl Hulme,Barnsley S71 2JB;Julie Bryant,Sussex RH12 4RN.Andrew Cugan,Co. Wicklow;David Brown,Waltham DN37 0LA;Sandra Deex,Widnes WA8 9XT;Michael Hefferan,Reading RG6 1QE;Matthew Deighton, Morecambe LA3 3AH;Matthew Campbell,Belfast BT14 6LX.Richard Hoare,Surrey RH1 2DS;Ben Carliss,Nr Rugby CV23 8PL;David Exton, Stafford ST16 3SG;Andy Hodgkins,Solihull B91 3NE;Andrew Huntley,Consett DH8 0PP;Anthony Bland,Wallsend NE28 6QQ.

STICK WITH KONIX

If we had hands, we'd probably enjoy fiddling about with that new Navigator joystick. Unfortunately we don't – there's a *special kind* of interface which we fish use in order to play computer games, the exact specifications of which I won't reveal at this point. However, it's not manufactured by Konix, the sponsors of this competition in which 10 winners received human-orientated Navigator joysticks:

Stuart Boston,Stafford ST20 0AE;Stewart Campion,Stevenage SG2 9RB;Daniel Hallam,London E11 4PZ;Mark Watkins,Amersham HP7 9BB; Ben Wheeler,Alton GU34 2SF;Robert Gordon,Portsmouth PO6 2QL;Paula Worden,Darwen,Lancashire;Grant Mundy,Milton Keynes MK11 1HE; Christian Ainsley,Birkenhead L43 5RY;Colin Bennett, Burton-on-Trent DE15 9QB;

Five equally dextral vertically-spined earth-walkers received a Predator joystick:

Dominic Hardiman,Penarth CF6 2EF;James Witney,Horncastle LN9 6AA; Stephen Donald,Cumbernauld G67 2LU;Amarjit Davies,Glasgow G20 7AA;J A Batchelor,Avon BS20 9TR;

The next five land-lovers received a Megablaster Joystick:

Graham Underhay,Sheffield S6 4ND;Paul Parker,Darwen BB3 0JB;Chris Mills,Hull HU5 3JU;Jonathan Barnett,Middlesbrough TS6 8DP;Joel Morgan,Coventry CV1 3G13.

CHART WINNERS

And finally, this month, our new chart winner is **Paul Gallagher from Bromley, Kent**: he will receive £40 worth of software of his choice, and a ZZAP! T-Shirt. Lucky land-walker. The four runners up to receive ZZAP! T-Shirts and Caps are:

Mark Luscombe, Plymouth, Devon. Paul Allison, Selby, N.Yorks. Ian Manning, Kings Lynn, Norfolk. Darren Rampling, Stanford-Le-Hope, Essex.

Well, that about FINishes it for this month (sorry about that crappy pun – it won't happen again). Any complaints and, quite honestly, you can get lost. No, only kidding – if you've got any queries about comps past or present, or you'd just like to say hello to me, I can be contacted at the usual Atlantine address: Ken The Fish, c/o Viv Vickress, ZZAP!, PO Box 10, LUDLOW, Shropshire, SY8 1DB – I'll do my best to aid you in your underwater hour of need.

'Till next month, then. Gloop gloop!

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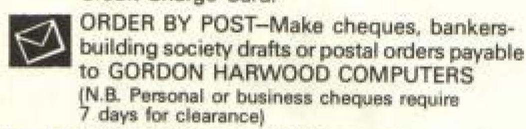
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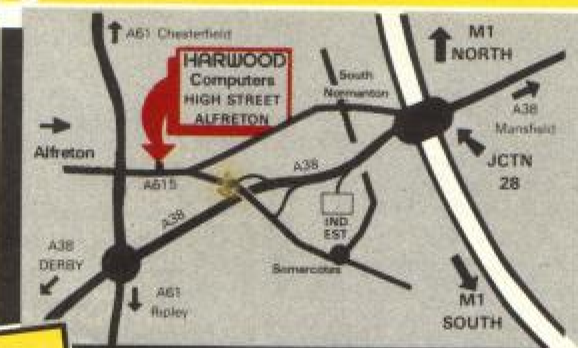
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ELITE

The ultimate space trading epic is finally Amigarized

Firebird, £24.95 disk

▲ Phew! That was close! Next time around you'd be better despatching him with a heat-seeking missile

Life is good. You're young, you've recently passed your pilot's exams and you've just been supplied with the very latest Cobra Mk III combat/trader craft. Life *is* good.

You reported to the launch station on the planet Lave early this morning, ready to catch the first shuttle up to the Coriolis station to collect your papers and ship. A quick signature and you're issued with your trade permit, flight pass and 100cr in-service pay. Trading is your main objective – but will you trade legally or illegally? For the latter the risks are high but the



This has all the addictive qualities and all the depth that you could ever want from a game. When you first pick it up and begin to play, the complexity and range of control options are overwhelming – and it may put a few people off (those of you who haven't played the 8-bit versions). However, once you've accustomed yourself to the controls, cruised around a couple of planets, got involved in some dogfights and bought your first extra weapon – well, there's just no going back! Visually, it's dead good: little graphical touches such as the extra ships you find already docked in the space station all add to the atmosphere . . . The sound effects are similarly ace, if a bit sparse, but that's in no way a criticism: even the silence adds to a sense of loneliness in travelling the vastness of space. I don't think we could have asked more of this classic conversion: it's simply superb.





rewards great – and big rewards mean better weapons and a bigger ship . . .

You slide into the pilot's chair and hit the Power Up key. The cockpit lights up in shades of green and blue and the monitor flicks up a status screen. You key into the market system and load up with textiles – a commodity which will hopefully not attract too much attention from the pirates. After keying in a course and launching from the station you go for it. You kick in the Hyper-drive . . .

Your choice of system for a first flight wasn't exactly first class, however – you appear to have dropped into the middle of a dogfight. A lone Cobra Mk I is



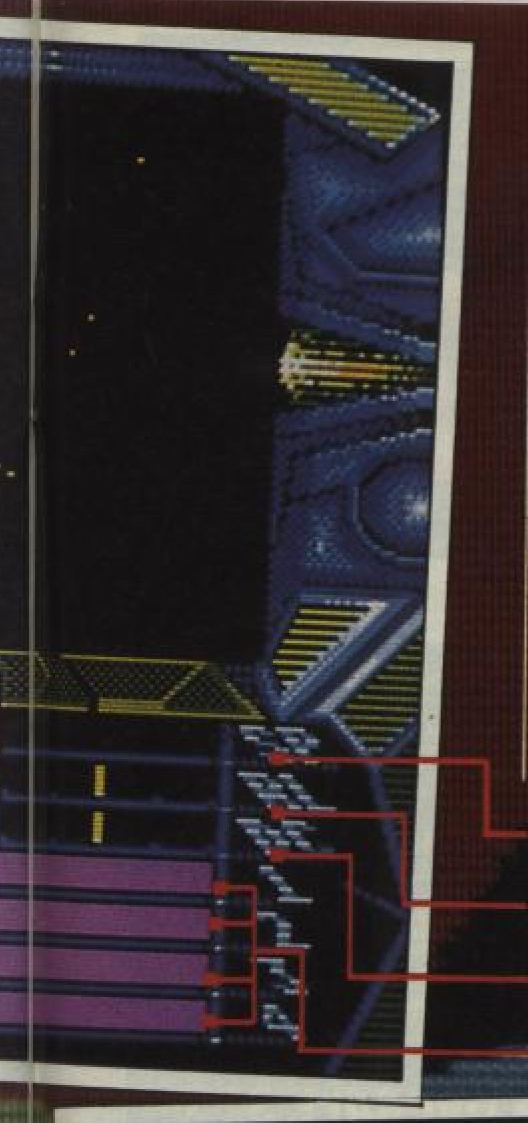
I've been looking forward to this for a long time – well, a few months at any rate – and it was well worth the wait! The Amiga version of Elite is absolutely incredible! I thought it would be a long time until we saw a 3D game to match the standard of Starglider 2 but it has appeared as soon as this. Hooray! The 3D graphics are incredibly fast and smooth, looking more like real solid objects rather than a computer simulation of 3D shapes – and, surprisingly enough, the 3D seems actually faster than the ST version. The sound adds *loads* of atmosphere to the game using the stereo sound to full effect (play the game with the sound through a set of headphones and you'll soon see what I mean). Elite is without a doubt the best space game ever. If you miss this you're a lemon.



▲ Pick a product – any product. But choose carefully: trading is a risky business and the value of commodities can rise as well as fall . . .

COBRA Mk III COMBAT/TRADER CRAFT

DIMENSIONS: 65x30x130ft
CARGO CAPACITY: 20 TC
ARMAMENTS: *Ingram* laser system c/w *Lance and Ferman* Seek and Kill missiles
MAXIMUM VELOCITY: 0.30
INSERVICE DATE: 3100 AD cons. by *Cowell and McGrath Shipyards*, Lave
MANOEUVRABILITY: CF 8
CREW: 1 or 2
DRIVE: *Kruger* 'Lightfast' motors and *Irrikan* ThruSpace drive
HULL STRESS FACTOR: T Ji 18 – C-Holding M18
HYPERSPACE: Yes
GALACTIC HYPERSPACE: Optional



You think to yourself 'Surely this is as tough as it gets – isn't it?'

But in *Elite* there are 8 galaxies, with over 250 recognised planets in each galaxy. So massive a universe contains very little that is completely predictable . . .

▼ Evocative individual graphics are typical of the near-flawless presentation of the whole game



▼ Just the planet for all you gamblers out there



struggling to escape from a rather nasty Mamba class fighter.

'Obviously a pirate,' you think to yourself as you line up your crosshairs on his back. Just as you loose off a few streams of laser fire, the pirate notices you and loops back to face you. Quickly jamming a few buttons releases a missile towards the Mamba and he soon erupts in a flash of wreckage and flame.

But the Mamba wasn't alone – the rest of his squad are bearing in on you, hammering shots into your hull. The Cobra has gone, leaving you to it.

Oh, playing this takes me back, I can tell you! I remember the days of 15-hour playing sessions in front of my BBC Micro, pondering over the trading complexities of an anarchy system whilst dodging unscrupulous pirate ships. Yes folks! *Elite* is here! The game is so complex it seems that you have entered a completely different system. Everything is so detailed: planets buy different things for different reasons, pirates carry the cargo that they would have bought in the nearest station and every piece of equipment has a make and trade history. Once you start getting into the game you find yourself learning all the makes! All the refinements that have been made since the 8-bit versions mean that the original trade and combat game has lost none of it's appeal. It's even better than *Starglider 2* – and coming from me that's saying something! Buy it as soon as you see it.

PRESENTATION 99%
Virtually faultless with choice of controls, detail packed manual, single load . . . There must be something wrong somewhere, but we can't find it!

GRAPHICS 92%
Superfast and smooth 3D, but the colours could be slightly less garish.

SOUND 90%
Peaceful rendition of *The Blue Danube* – remember that from *2001*? – set against powerful and atmospheric sound effects.

HOOKABILITY 89%
The complexity of the game draws you in but it also gives you a lot to learn.

LASTABILITY 96%
With this kind of depth, it's immensely playable for a very long time.

OVERALL 98%
With products like this, Rainbird are rapidly becoming the best 16-bit software house around. Even at £24.95, don't hesitate to buy *Elite*!



Titus, £24.99 disk

The year is 2050. Laws have been revamped, reintroduced and then abandoned. Safety laws governing race sports have changed drastically, resulting in fiercer, more deadly competitions taking place for the crowds' enjoyment.

Surviving *Offshore* speed-racers become cult heroes and role models for adventurous young people across the world. As a result, more people take up the sport, hoping to compete in the ultimate across-the-world *Offshore Warrior* trials.

Events are similar to normal power boat trials, except there's the added danger of boats armed with rocket launchers – a subtle attempt to increase their chances by thinning out the field.



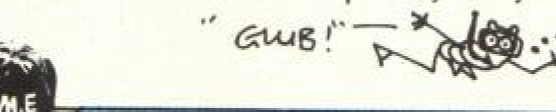
▲ Yeeeuch! *Fire and Forget* takes to the water!

There are two basic rules for survival:

1. Don't finish last to continue.
2. Try to stay alive.



I didn't think much of Road Blasters, **I didn't think much of** Fire And Forget **and I've got an even lower opinion of** Offshore Warrior, **which is really just** Fire And Forget **with a bit of water thrown in. Maybe some people (like one in a hundred thousand, maybe) get a kick out of appalling 3D graphics, boring gameplay and no challenge whatsoever – well, good luck to them because I certainly don't. If I'd spent 25 quid on this, I'd be dead disappointed – what a waste!**



What a con! Shuffling around a few routines from a previous game and changing the graphics is not exactly fair to the game playing public, is it? It seems that this is all that Titus have done – messing about with Fire and Forget **to produce** Offshore Warrior. **The 3D effect is very similar, with the sprites having a cardboard cutout quality to them, and the gameplay is pretty much the same as well. Well that's not quite fair –** Fire and Forget, **which wasn't exactly brilliant, had a lot more to it!** Offshore **is rather easy to complete too, making the long term appeal quite limited. Another poor 3D game from Titus. When are we going to see something *new*?**

PRESENTATION 59%
Nice intro screens but slow loading and no options.

GRAPHICS 51%
Nicely defined sprites still look a little 'flat'.

SOUND 72%
The soulful title tune is let down by sub-standard effects.

HOOKABILITY 60%
You're initially encouraged by how easy the game is to play . . .

LASTABILITY 39%
. . . but it's too easy to complete.

OVERALL 31%
Another 3D weakling.

SPACE racer

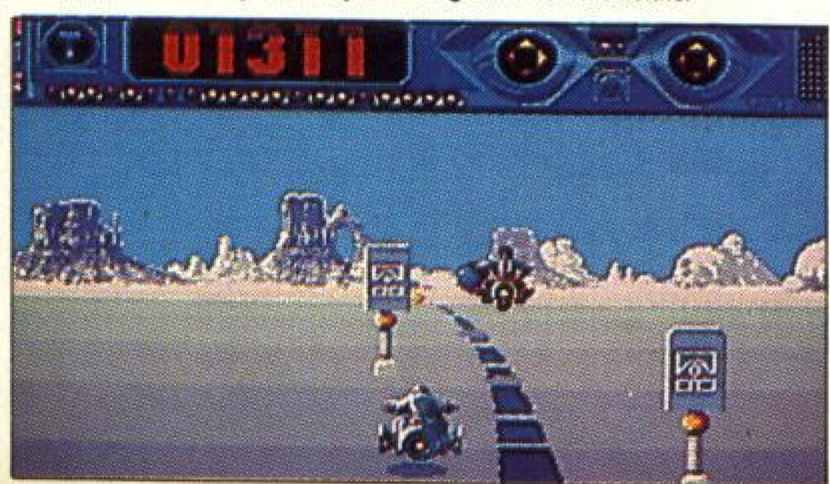
Loriciels, £19.99 disk

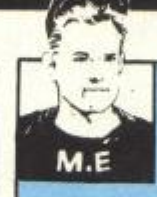
The year is 2132. There's been a sharp increase in population (causing overcrowding) and with little to excite the populace, a general lack of vitality. A solution? Easy: increase the risk factor in the popular sport of motor racing. Obvious, really.

Participants race their hovercycles over a winding track, dodging marker posts (don't collide with them or you'll do yourself an injury), avoiding mines and planting the odd energy bomb up your opponents' tailpipes.

You can practise on one of three systems or go for the championship option: all the practice levels plus several more difficult tracks.

▼ Yyyyyyaaaawn! Anyone fancy another game? No – me neither





Hmmm! Looks suspiciously like the ST version this. All the programmers have done is use the Amiga's power to generate nicer backdrops and intro screens. Where's the extra sprite shading? The smoother hills? The improved sound? Left out, that's where. At the end of the first three tracks of Championship mode, the screen informs you that this was just a practice and you now have to race for your life, only to return you to level one with no apparent changes. Three levels for 20 quid? That's just not on. If you really want this type of game, then wait for it to appear on the bargain shelves.



I can't say I'd trade in a year's supply of Mars bars for a game as mediocre as this. For a start, it doesn't taste as nice and there isn't more than a week's gameplay (at the outside) in three fairly uneventful levels. Clever move that, making it sound like there's a really big selection of championship levels when, in fact, all you seem to get are the first three over and over again. Dead clever. Still, what there is of the gameplay is quite enjoyable and if you're a really hard race-ace, not too bothered about making the most of the Amiga's graphic capabilities and just happen to have 20 quid to spare, why not? Just don't expect too much . . .

PRESENTATION 64%
Pretty intermission and title screens but a poor control method.

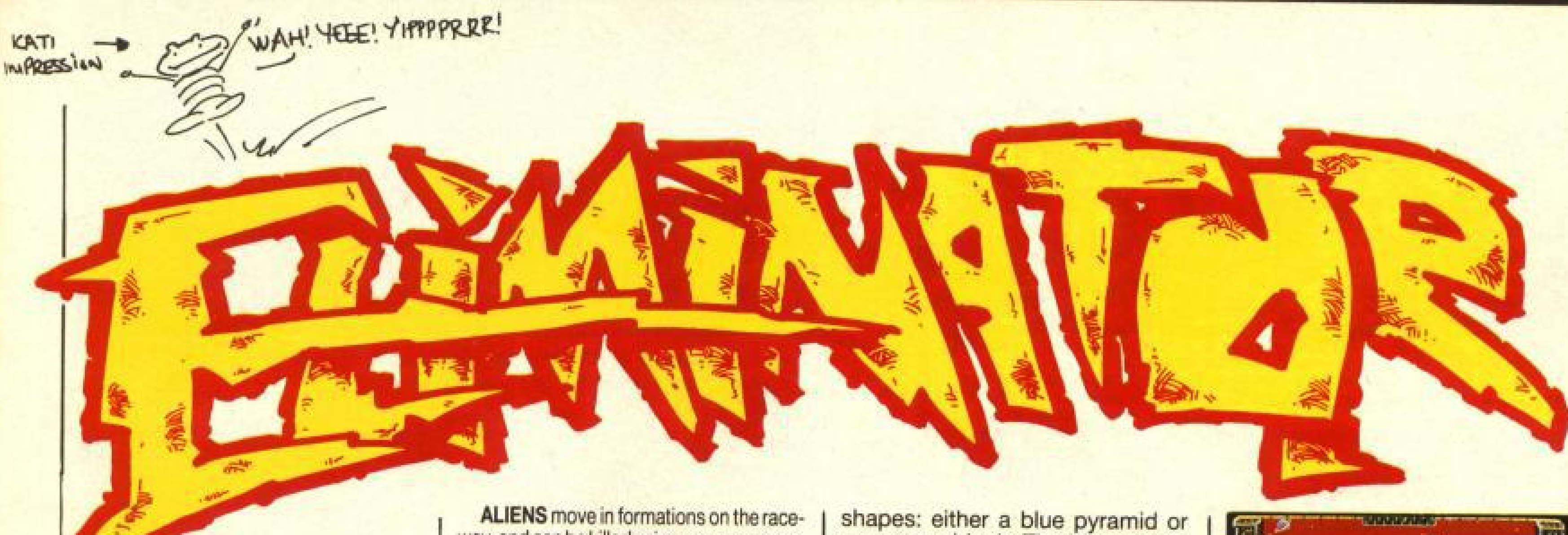
GRAPHICS 69%
Effective backgrounds and adequate sprites only just make up for the rather ineffective 3D.

SOUND 48%
A tinny title tune, three sampled effects and a feeble drone that plays throughout.

HOOKABILITY 59%
The control method is overly confusing, making your first few goes frustrating.

LASTABILITY 63%
There is some fun to be had for a short while . . . until you complete the three different tracks.

OVERALL 51%
A disappointingly average 3D racing game priced well out of its range.



Hewson, £19.95 disk

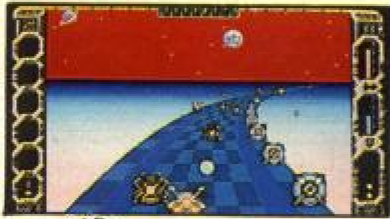
Mayhem! Murder! Massacre! Aaaargh! Right, now that I've got that out of my system I'll carry on . . . *Eliminator* is a game based on high speed destruction (hence the outburst at the beginning of the review), taking place in a *strange* (wooeeeooo an' all that) dimension.

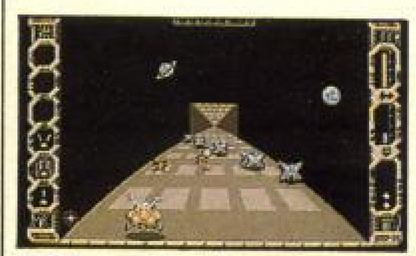
You are the Eliminator – 'a machine encircled by death, that kills but cannot be killed'. Well, strictly speaking, that isn't quite true. There *are* things that can kill you. You must race your strange craft along a series of 3D raceways. Strewn along the track are various obstacles, each of which require a different tactic to overcome . . .

ALIENS move in formations on the raceway, and can be killed using your weapons.
WALLS block sections of the raceway and must be dodged.
FLAMES span the width of the track and must be jumped via . . .
RAMPS can send you over flames or onto the roof (if there is one).
TARGETS must be shot to pass them.

Also along the track are hovering shapes: either a blue pyramid or an orange block. The blue blocks furnish you with an extra weapon (see WEAPONS box) and the orange blocks top up your diminishing ammo supply.

Collision with enemy fire decreases your shield and a collision with an enemy or piece of landscape causes instant death.





▲ **O deer, aa tunnil iz cumin uup (c/o Hatstand Captions)**

weapons

- SINGLE-FIRE CANNON
- DUAL-FIRE CANNON
- SIDE-FIRE CANNON
- BOUNCING BOMBS
- DOUBLE-FIRE CANNON
- TRIPLE-FIRE CANNON

It would be a hard decision – choosing between Eliminator **and a hundred-weight of doughnuts, I mean – but in the end** Eliminator **would probably win. If you've been waiting around for a really outstanding race 'n' blast game with excellent 3D graphics and brilliant fast action gameplay, look no further, because this is it. If you liked** Trailblazer **and** Cosmic Causeway **on the 64, you'll love this 'cos it manages to mould the best elements of both of *them* into something even better. The sound may not be up to all that much but the password system and all that zooming around like a penguin with his pants on fire (eh?) definitely makes up for it. If you fancy adding a neat little 3D shoot 'em up to your software collection, rush out and get this now.**



This game reminds me of Trailblazer**. Not that this is a bad thing, as I thought that** Trailblazer **was brilliant.** Eliminator **has a few extras though, and they change the gameplay quite drastically. Instead of just steering and leaping, there's a whole lot of frenetic blasting to contend with as well. The 3D is very effective, zooming convincingly out of the distance, and the sprites are nicely coloured and detailed. In fact, the whole thing looks extremely polished. The gameplay is every bit as fast as the graphics, which means that you'll require very quick reactions to get through the levels. The only thing I'm disappointed with is the sound, which is rather weak. Still, that's no reason to ignore an extremely well presented, fast and dead playable blast.**

▼ **More aliens than you can eat – even at Christmas! (ZZAP! Towers coverline in-joke)**





Yeeha! Zip up your flying jacket, leap into your streamlined Eliminator and get ready to rip up the road. The 3D is much more realistic, fast-moving and exciting than something like Fire and Forget **(snigger, snigger) – OK, so the aim of the game isn't quite the same; but boy, do those graphics shift. Talk about exhilarating! OK: it's *really, really* exhilarating. Even better than that (is this possible?), the tracks are brilliantly put together; there's so much to think about at any one time, that when you do head splat into the nearest wall, you just can't wait to try the course again. If you haven't already rushed out to get your copy, grab your coat, sprint down to your nearest friendly software dealer and GET HOLD OF ONE. This is one race-cum-shoot 'em up you can't afford to miss!**

PRESENTATION 91%
Smooth control, clear layout and an extremely useful password system.

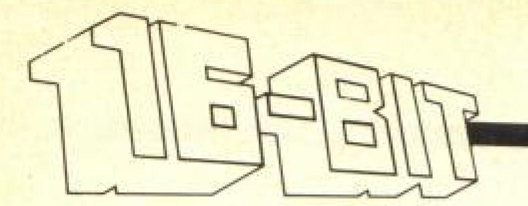
GRAPHICS 90%
Convincing 3D, excellent sprites and good use of colour go to make a very pretty game indeed.

SOUND 58%
The average effects and somewhat annoying tunes seem very out of place.

HOOKABILITY 92%
The speed and excitement make it a joy to play from the first game.

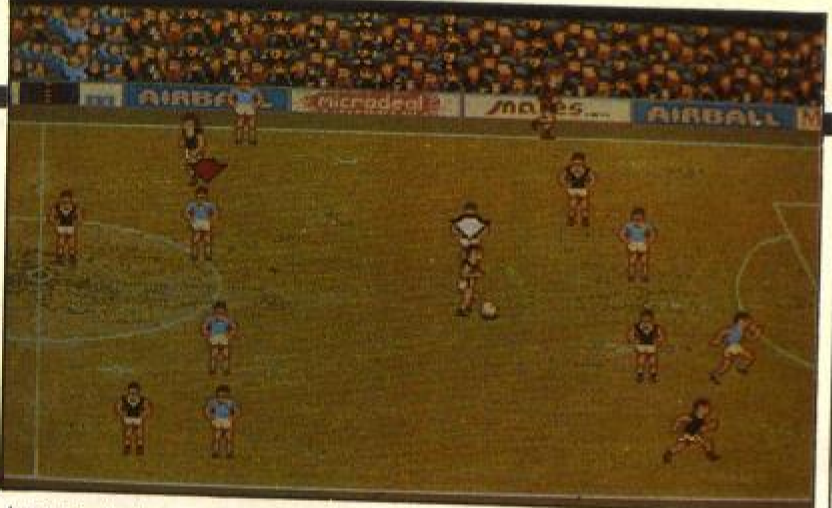
LASTABILITY 88%
The levels are rather similar but it's still very playable.

OVERALL 89%
A thoroughly good speedy blast. If only the sound was better . . .





INTERNATIONAL SOCCER



▲ Kick balls in one of the more basic soccer sims around – when's *Emlyn Hughes* going to appear on the Amiga?

Microdeal, £19.95 disk

It's Saturday afternoon and crowds of two-legged mammals are thronging the terraces to watch 22 hairy legs converge on a leather bladder. Football, eh? Fantastic!

Up to four players can take part simultaneously (using a special adaptor – from Microdeal, surprise surprise) footballing against each other or the computer. Having decided on match and weather conditions, the players run on to the pitch.

Moves include kicking, tackling and heading. Throw-ins, corners, goalkicks and penalties are awarded by the referee.

'And that's about it, isn't it Greavsie?'

'Yeah – until ther next time, Saint.'



I haven't laughed so much at a football game in ages. The players wobble about like those 50km walkers you see staggering into the arena at the Olympics. Maybe they've all caught some terrible joint-wasting disease. Either that or they come from Flint (ho ho). Er . . . that's great if you've got 20 quid to spare just for a laugh: if you're actually after a football game, you've had it. The controls are so awkward you never really feel in charge of your team and there's no real scope for developing any soccer skills. Unless you're a masochist, give this a miss.



I wonder if Microdeal have seen Microprose Soccer **and** Emlyn Hughes **yet – if they have, I bet they're going really red.** International Soccer **on the Amiga, is pretty pathetic compared to both those excellent 64 footy games. I could put up with the really badly drawn menus and the absence of the kind of league and world cup draw options that make** Emlyn **and** Microsoccer **so good, as long as the actual gameplay was something to write home about. It's not. None of the controls are obvious, it's a real pain switching players and most of the time you have so little influence on the team you might as well be watching a demo.**

PRESENTATION 72%
Up to four simultaneous players, nine computer skill levels plus options to change conditions and length of match. Extremely awkward control method, though.

GRAPHICS 50%
Contortionist footballers plus uninteresting cheering crowds.

SOUND 45%
Choice of three supermarket-style background tunes and a few squirty effects.

HOOKABILITY 49%
Nothing's obvious – so it takes a while to work the controls out.

LASTABILITY 30%
The two-player options might keep you going, but not for very long.

OVERALL 45%
If you're after a top-class footy sim, this isn't it.

ESPIONAGE

Grandslam, £19.95 disk

All you would be spies out there get your black hat and . . . hold on, I've seen this somewhere before *(That's because you wrote it in the 64 review, Maff – Ed).* Oh, yeah, that's it. Oh, well all there is to say is that the Amiga version of *Espionage* has just about the same sort of plot as the 64 version, really. So if you want to find out more information about the game then you'd better flip back to page 16.

Well then, what are we going to do with the rest of this page then? Anyone know any good spy jokes? Oh, here's one . . . there was an Irishman, a nun and a spy and they were in this shed . . . *(that's quite enough of that – Ed).* Alright then, on with the comments . . .



After listening to Maff and Gordo moaning about the 64 version of Espionage **I thought, 'It can't be that bad'; unfortunately, it is. The Amiga version is certainly an improvement, with speedier gameplay, better appearance and jazzed up music (no sound effects, though), but it's still not all that it should have been. If a board game is to work on a computer, then it has to go overboard with the presentation or alter the gameplay totally. Unfortunately, Grandslam have done neither. Sorry, guys, but it's not quite there.**



Having played this after the pretty weak 64 conversion of Espionage, **I can better assess the improvements. The speed of the game has been increased, so you're not left hanging around waiting for your go, and the whole thing is clearer and easier to understand. Another point is that you can work out the likely strategies of the computer player (not that they always do what you expect). I still don't see a great deal of point in putting a board game onto a computer if the single player mode isn't very good – and for this reason (as well as the extra cost) the Amiga version doesn't score as highly as it might.**

▼ Hmmm . . . haven't we seen this earlier in the mag?



PRESENTATION 51%
Clear layout and some options, but there should be a lot more glossy wrapping.

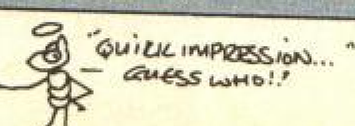
GRAPHICS 49%
A fair representation of the *Espionage* board and symbols, but where are the animation and pictures to liven it up?

SOUND 73%
Great music which plays throughout; no sound effects.

HOOKABILITY 59%
As tricky as any board game initially; once learnt, you'll play for a while.

LASTABILITY 60%
Good fun with friends, but it'll soon get boring in single player mode.

OVERALL 58%
An average board game conversion, but without the necessary *pazazz.*



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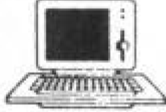
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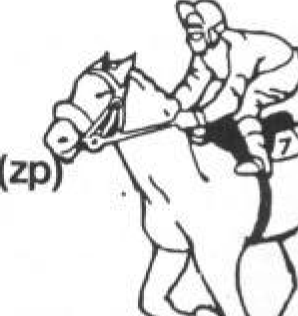
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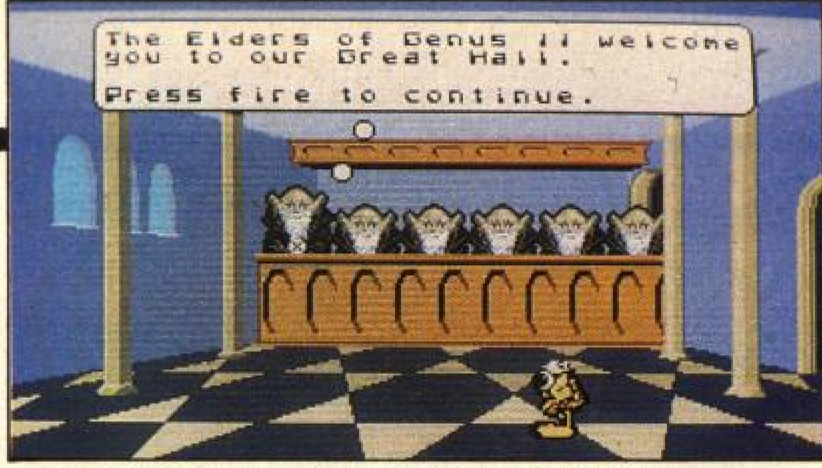
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▲ A good test of your intelligence – but is it worth all that money?



Domark, £19.95 disk

Well (sob, sob) – the end of the world is nigh. So what are you going to do about it, huh? *(Who me?)* Yeah, you, the spotty one with the kipper tie who always gets all his homework right.

You're going to travel the galaxy collecting the six artefacts that will give you access to the only remaining planet able to support human life, that's what.

You (and a few mates) take it in turns to travel to planets and answer questions. Get one right and you carry on, fail and the next player gets a go.

Six artefacts in your pocket? Off you go to the planet Genus II and answer one final question. Get *that* right and you'll be scoffing lasagne when the big bang comes.

Smart guys have no heart . . .



I really enjoyed playing the C64 A New Beginning **but I'm disappointed that the Amiga version of one of my favourite games hardly makes any use of the Amiga's power. The graphics just don't amount to anything worthy of 16-bits and the sound, ite simply, is virtually non-existent. So what, you might say, it doesn't need them – well, no, but £19.95 still seems a bit steep when you can get the superior graphics and gameplay of** Powerplay **for a few quid more.**



If you just glanced at this in passing you'd have a hard job trying to decide whether it was an Amiga or a 64 game. Obviously it's stupid to look for mega graphics and sound in the conversion of a board-game but I still think they could have jazzed up the presentation with more than a few spinning planets. The gameplay itself is as much fun as it ever was but if you're going cross-eyed wondering whether or not to add it to your collection, take a long look at Powerplay **first. For a few quid more, you get a dead challenging trivia game which *really* exploits the potential of the Amiga.**

PRESENTATION 76%
Up to six competing players and loads of options menus.

GRAPHICS 45%
Nice colours but sprites and backdrops lack detail.

SOUND 29%
Clip-clopping footsteps and a tinny end-of-game jingle.

HOOKABILITY 79%
Easy enough to get into – and you've got to prove your brain-power.

LASTABILITY 56%
Only for hard-core trivia enthusiasts once the initial enthusiasm has worn off.

OVERALL 52%
An enjoyable game which just doesn't reflect the Amiga's powers; slightly better with two or more players.



GO!, £19.99 disk

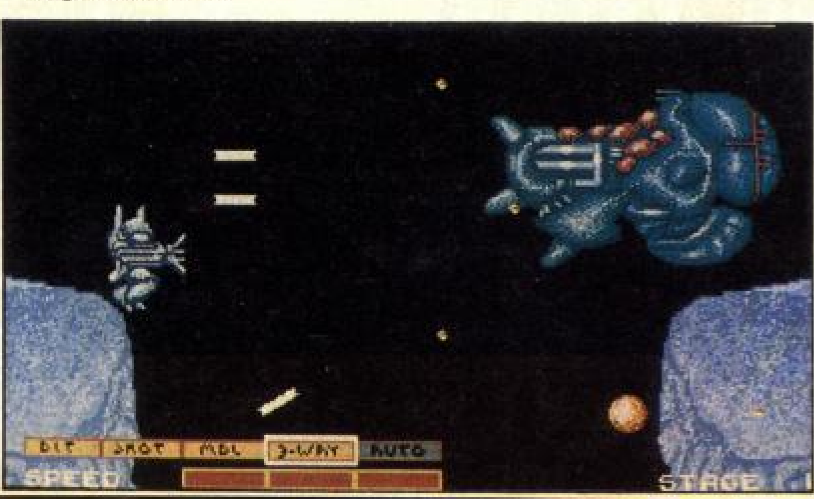
Argh! Bozon is coming. He's bad, he's mean, he's mad – and he's planning to take over the world. Help! Eek! Oh no!

Luckily, the Earth has two iron-pumping heroes who are so hard they'd jet-pack to the centre of Bozon's domain and destroy it any day of the week.

Firing at the energy pods the enemy leaves behind turns them into different types of weapon (mega-bazooka launcher, tail-gun, 3-way shot, etc).

Oh yeah – a few bonus icons (extra points, shield, improved firepower) are dotted around the environment as well. Cool, huh?

▼ It's brown trousers time as our hunky side-armed hero faces one tough mother alien





What really annoys me about the Side Arms **coin-op *and* the conversion is that every time you just want to move backwards you actually end up turning around – with a bullet in your back. Great! It's even worse in the Amiga conversion because the actual playing area is so cluttered there isn't even enough room for a two-player option. What on earth is the point of converting a major two-player coin-op into a one-player home game? Ravin' mad.** Side Arms **isn't an appalling shoot 'em up in itself – on the whole it plays like your average space blast. If that's what you want from a conversion, fine. It's just wasn't enough for me.**



OK, so it's a disappointment that this hasn't got a two-player option, but as a one-player game it's not that bad. Probe haven't exactly exploited the Amiga's potential to the full – the sound's pretty basic, the graphics aren't all that interesting and it would have been nice to have full-screen scrolling – but for some reason the gameplay is actually quite addictive. As long as you're not too bothered by tough gameplay and don't mind about the conversion being absolutely faithful to the coin-op (which it's not), you could have an enjoyable few hours on your hands. Bit expensive just for a few hours, though.

PRESENTATION 52%
Mouse or joystick control but no two-player option – a major feature of the coin-op.

GRAPHICS 58%
Wide variety of pretty nasty-looking aliens but the backdrops leave a lot to be desired.

SOUND 50%
Unexciting music with the odd bleepy sound effect.

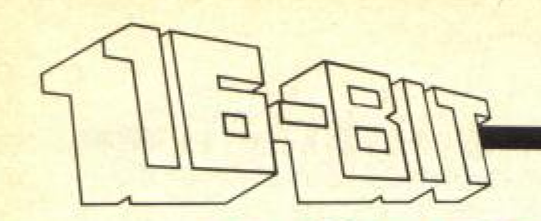
HOOKABILITY 75%
The coin-op was pretty good so you've got to have a go at the conversion.

LASTABILITY 52%
Difficulty and lack of resemblance to the arcade machine might put people off.

OVERALL 53%
A disappointingly average conversion.









Martech, £19.99 disk

What kind of a life is it when you can't get into your SuperCobra light attack helicopter and shoot the hell out of anyone who comes your way? No kind of life at all, that's what.

Happily, you're one of the lucky ones. You've got a chopper and the enemy's coming. All you need now is a rotary cannon, turbo power (press space to activate) and hellfire missiles set by moving a circular crosshair over the target.

Got those? Off you go then – and don't forget your packed lunch.

▼ **Isn't this *Thu–*? or *Aft–*? Nope, it's a poor excuse for a 3D shoot 'em up**





Ouf! I feel like I've been rolling around in a wooden barrel – and that's not because I've just had my sixth Double Decker either. I've seen some nasty doses of *graphicitis blockius* in my time but Hellfire Attack **really takes the biscuit. The tops of the trees are just shaved off where they hit the horizon, and streets of terraced houses lurch endlessly across the screen (bit like Maff on a Saturday night). If the graphics don't put you off, the repetitive gameplay definitely will. One long round of samey 3D firing is hardly enough to merit 20 quid.**



If you must play this game (and I strongly advise you not to) make sure you've got a good supply of travel sickness pills handy because all that shifting and swaying of stumpy graphics is bound to make you sick. PacMan would really be at home here: talk about Blocktown – yeuch! Oh, and if you're thinking there might at least be some sort of a game worth playing in there, forget it. I wouldn't want to play this for longer than five minutes, even if it was the only game in the office on a really grotty day.

PRESENTATION 50%
Plenty of onscreen info and competent control method – that's about it.

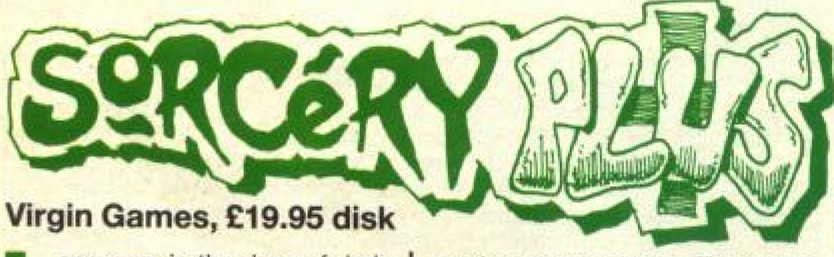
GRAPHICS 40%
Very unsubtle, blocky, lolloping 3D effect.

SOUND 51%
Unremarkable action tune plus uninteresting firing effects.

HOOKABILITY 35%
The graphics may put you off before you start.

LASTABILITY 21%
After five minutes, the repetitiveness and the graphics *will* have put you off.

OVERALL 38%
A feeble attempt to get on the 3D shoot 'em up bandwagon.



Virgin Games, £19.95 disk

Long ago, in the days of dark castles and magic, a pretty warped head honcho decided that he wanted to be the master necromancer. To ensure success, he decided to make sure that all the other sorcerers couldn't combine their power and thwart his plans. Killing them would let them join their souls and become a powerful joint consciousness, so instead he has imprisoned them all over the realm, guarded by various minions in the shape of demons, ghosts, Maff Evanses and other fiendish apparitions.

You are a magician who has managed to evade capture and is duty bound to set things right. You've got to enter the realm and release the captured sorcerers, and then face the might of the necromancer himself!



The reports I heard of the original Sorcery **were 'unfavourable', and it looks like things haven't improved since then. Even with a more powerful machine to work with, Virgin have still managed to come up with a slab of unplayable drivel under the name** Sorcery Plus. **Expectations are high on seeing the impressive title screen, but on playing the game we find that the programmers have forgotten something very important: the gameplay. Whipping from screen to screen unavoidably crashing into monsters which continually sap your non-restorable energy is not my idea of enjoyment. A warning to arcade adventurers: DON'T BUY** SORCERY PLUS!

Groogly! Behind Sorcery**'s nice graphics and spooky sound effects is one of the most unplayable games I've seen for ages. For a start, you only get one diminishing energy bar to see you through your mission, and as soon as you enter a screen the monsters home in on you, unimpeded by such petty details as solid walls. After four or five screens you're wizardburgers! Maybe in that time you'll have had a chance to bump off three or four spooks, but that's as far as it gets – there's hardly any chance to use objects to solve puzzles or rescue other wizards! For frustration-mongers or geeks in high tax brackets only.**

▼ **Bleah! This one should have been thrown out with the baby and the bath water (eh?)**



PRESENTATION 30%
A high score table and a title screen. Not much really, is it?

GRAPHICS 71%
Some decent sprites and backgrounds give a good first impression.

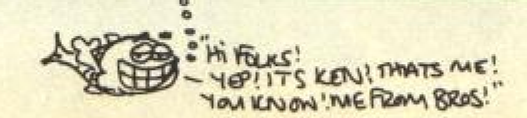
SOUND 62%
Nice wind and thunder effects but no music at all.

HOOKABILITY 28%
Instantly difficult, but you try to ignore it to search the rooms.

LASTABILITY 12%
If there's any game that makes you want to kick the monitor in it's this.

OVERALL 14%
An example of how to produce a frustrating and unplayable arcade adventure.





CAPTAIN BLOOD

Infogrames, £24.95 disk

Life. Weird isn't it? Bob Morlok's life is weirder than most people's, Bob having recently bumped into long-dead naturalist Charles Darwin (now living incognito, under the assumed name of Mortimer Slithe). It transpired that Mr Darwin had discovered that video game characters really did exist and were plotting to take over the world. Strangely enough, Bob believed this insane yarn (he always was a bit odd) and decided to program a simulated galaxy into his computer and infiltrate the invading sprite brigade.

So there was Bob – as his alter ego, Blood – sucked *Tron*-style into the computer-simulated Hydra galaxy in his bioship, the Ark. During his search for hostile creatures, an accident with a faulty teleporter in hyperspace produced 30 Blood clones and distributed them amongst the 32,768 planets in the galaxy. As if the impending identity crisis wasn't bad enough, the clones had all taken some of Blood's vital life fluid, and if Blood doesn't get it back soon he'll be . . . well . . . er . . . dead. Sorry, folks.

You join the fun after Blood has found all but five of his clones, and now he has to fly between planets hunting down clues to their locations. The Ark can't actually make planetfall, but Blood can pilot a remote-controlled space-fish (?) called an Oorx (?) down to the surface and use it to relay communications with any life form it might find.

The conversation is conducted via the UPCOM, a menu of word symbols which can be strung together to form sentences or questions. Some aliens are happy to engage you in conversation, others speak only in enigmatic numbers and others will only provide helpful information if you threaten them or complete a task set by them. Just like real life, eh? Well, not the real life that we've come across . . .



▲ With an almost limitless number of reference points, achieving your goal isn't going to be easy

Weird but good just about sums this game up. Just like the other versions, the Amiga Captain Blood **is a visual treat with the same Gigeresque cockpit display, colourful planets and hyperspace sequences and an exhilarating 3D Oorx flight. As you would expect though, the sampled music and alien speech effects beat the other versions hands down. The game's major stumbling block is still the UPCOM translation which continues to provide some pretty incomprehensible bits of alienspeak. Still, persevere and that's something you get used to. Perseverance is something you'll require a lot of, because when you first start playing it seems the game consists solely of flying down to a planet, getting some coordinates, hyperspacing to the next planet, flying down . . . but there is quite a lot more to it than that. Certainly enough to keep you occupied through a few cold and windy winter nights.**

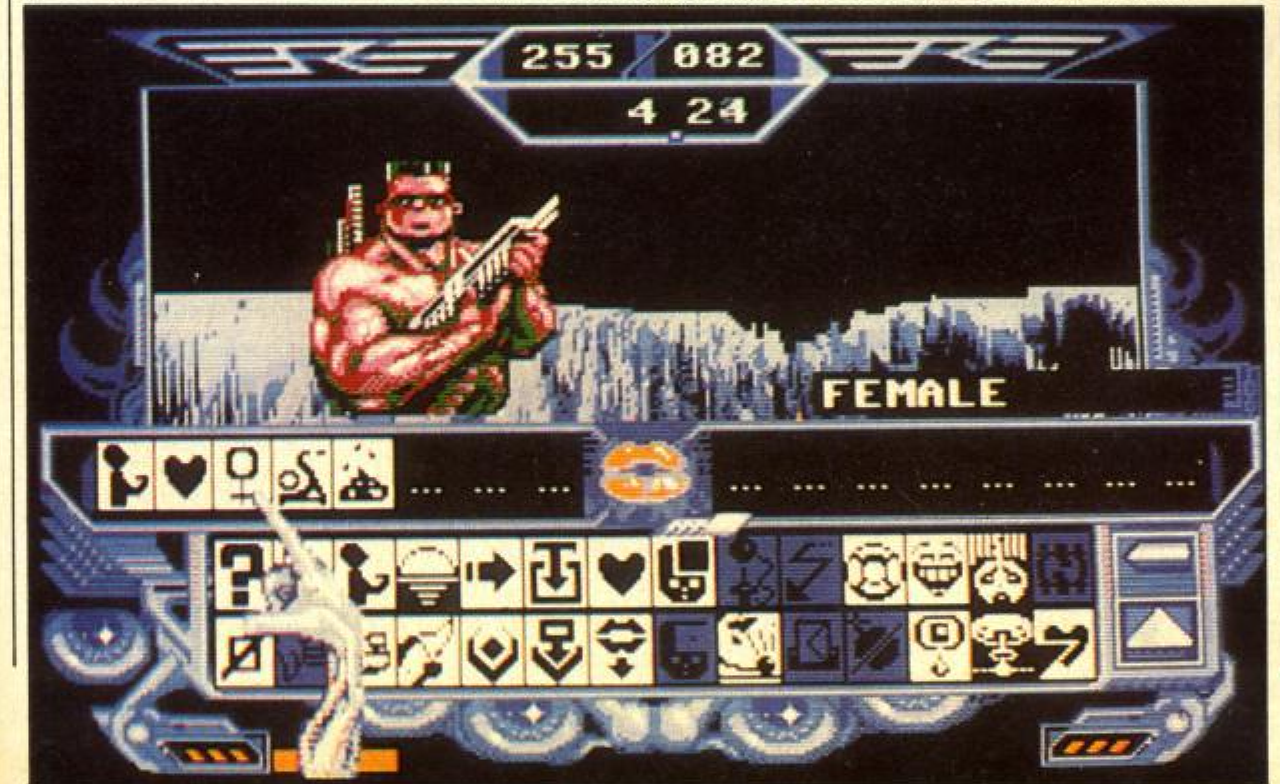


I thought this was absolutely fab 'n' triff on the 64 so it won't comes as a surprise to learn that I think the Amiga version is fab 'n' triff as well. Woo! I'd be lying if I said the sampled sound and the polished Amiga graphics didn't impress me but basically, when it comes down to it, at grass roots level and all that, it's the brilliant gameplay, which is just as captivating on both versions, that counts. It's such a clever idea – I mean, if you did visit loads of different planets you wouldn't just be able to talk to the people about black pudding in a Lancashire dialect and expect them to understand. And the fact that you can't always understand *them* gives the whole thing that extra sense of intergalactic realism. Anyway, if you've ever wanted to be a big fat space captain, like me, or even a thin one, like Kati, get Captain Blood **– it's brill.**



Though I didn't really get on like a house on fire with Captain Blood **straight away (for some reason, I kept finding a bunch of totally uninteresting, deserted planets), it definitely started to grow on me. Once you get the hang of it and actually start communicating with some of the weird-looking aliens (not always easy, they say some dead peculiar things), you really start to get the feel of the intergalactic atmosphere. I don't mind UPCOM – in fact, I think it's the imprecise translation which makes the game. With so much guesswork and puzzle-solving involved you really start to feel like a proper explorer – boldly going where no space explorer (or even Vulcan) has ever gone before.** Captain Blood **might take a bit of getting used to but be careful – once you've got that far, you might never want to stop . . .**

▼ This thing wanted to mate with us and couldn't stop laughing at his own jokes – maybe you could do better?



PRESENTATION 80%
Excellent icon system and save game feature. UPCOM is rather confusing though. The locations change each time the game is loaded up . . .

GRAPHICS 92%
Gorgeous cockpit, planet and hyperspace displays. Excellent 3D effect on the planetfall sequence.

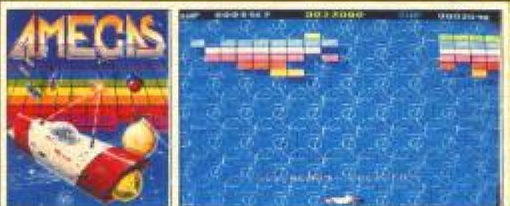
SOUND 90%
Sampled and remixed version of Jean Michel Jarre's *Ethnicolor*, accompanied by some atmospheric spacey effects.

HOOKABILITY 66%
Requires several hours of thoughtful playing before it grows on you.

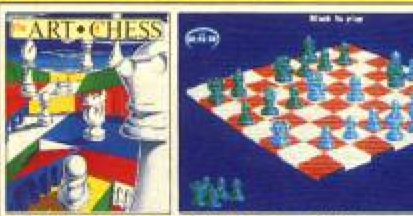
LASTABILITY 70%
Plenty of exploring to do, but action may become routine.

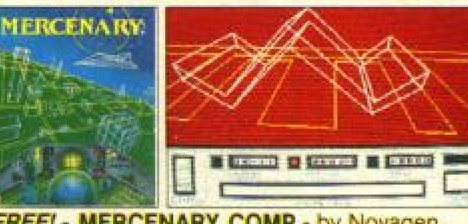
OVERALL 81%
Unusual space exploration jaunt – for thinkers rather than blasters.

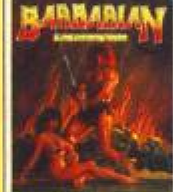
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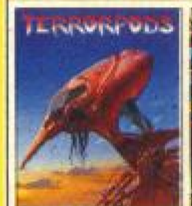
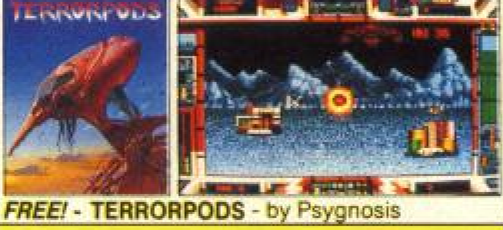

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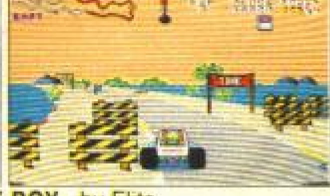

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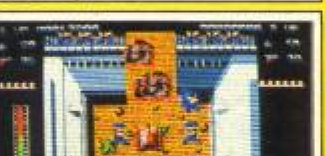
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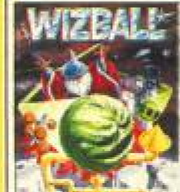


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TURBO TRAX

▲ Half as cheap as a Scalextric, and you don't get anyone standing on the track half way through a race

Microdeal, £24.95 disk

Have any of you readers out there had a run in with your folks because your Scalextric or TCR cars flew off the track and hit the cat or smashed an ornament? *You have?* Well this is just the thing for you! *Turbo Trax* is a slot racing system incorporating

▲ The options screen – you can change just about anything

all the features of a standard layout – including crossovers, chicanes, and even a pitstop – without the hassle of causing severe damage to anything else. Good, eh?

The first thing that appears is the options menu, which allows you to choose a predefined track, load a custom track from disk, choose wet or dry driving conditions, select the number of drivers, the number of laps to be raced and the car you wish to control.

Once the options have been set, moving to the OK icon exits the menu and moves to the track. The race is seen as a plan view on a split or single screen – depending on the selections made. The cars (or car if you're playing a time trial) sit on the grid with their engines running, until the green light appears and they're *off!*

You steer by pointing the joystick in the direction of the track (except on curves) and get a burst of speed by pressing the fire button. Zooming too fast into crossovers or chicanes will turn you over and cause damage, as will riding fast

I used to have a TCR set *yeeears* ago. Unfortunately, it didn't last long because someone stood on the pieces of track and bent the connections so that they didn't fit together any more. It's a good job you can't do that on a computer, or I wouldn't be able to keep playing Turbo Trax **as much as I'd like. It's just as much fun as playing with the original slot racing sets *and* it's got all the bits that are expensive add-ons with the kits. Things like smoke effects, sound, pitstop, scenery an' all that an' everyfin'. At 25 quid it is a little expensive, though; even so, it works out cheaper than a Scalextric. By the way, did you know that the Kalashnikov AK-47 can fi 600 rounds per minute at a muzzle velocity of 710 m/s (2380 ft/s)? Might be useful, that.**



When I was merely an embryo fat person, I used to enjoy building really big layouts with my Scalextric set. The thing about Turbo Trax **is that you can't build really big layouts *and* you can't make bridges. The designer is just about the only thing that is wrong with the game, however, as it's a lot of fun to play, especially against another person. Zooming past your opponent and knocking him off the chicane is immensely satisfying. I just wish that the freedom of the designer matched up to the playability of the racing: that would have been brill. Another thing, did you know that the Kalashnikov AK-47 fires 7.2662 mm rounds. Remember that.**

Certain sections of this review have been brought to you by Cryptic Comments Inc.

pioneer Plague

Mandarin, £24.95 disk

As the population of your home planet grew, so did a very significant problem. No one had any room to live. The solution that the scientists came up with seemed brilliant; a probe that would fly out to seemingly habitable worlds, build an environment that was suitable for population and then reproduce itself and fly off in search of more planets. However, something went wrong . . .

After hundreds of years of faultless service, the scanners monitoring the Pioneer Probes noticed that one group had covered the face of a planet with dark, smoky cities. The Probes had mutated. By this time, it was too late to do anything, as another even worse strain had developed, which landed on already inhabited worlds and built the cities anyway, using the population as raw fuel to power them.

You, a particularly *hard* kind of hero, must fly off to the planets that have been detected as having this strain present and attempt to stop the probes from launching to other planets and approaching your home system. You control your mothership (the LifeStar) by flying it through 'Wormholes' between planets, navigating a strange dimension known as the 'Sub-Euclidian Plane'. When orbiting a planet you then transfer to an Air-Ship, which is used to destroy the

The main feature that Pioneer Plague **boasted in all the press was its HAM graphics, allowing 4096 colours on screen. However, this isn't the first thing that struck me about the game. What I noticed was the powerhouse intro music, with orchestra strikes galore. Even so, the HAM title page that followed was still very impressive! My first plays were rather a daunting experience, but once I had the navigation sussed I thoroughly enjoyed zooming about blasting the Skyhatches to bits. The action in the shoot 'em up sections is incredibly frenetic, leaving you feeling quite drained after a long battle. Blasting fans should enjoy** Pioneer Plague **as it's much more than a few pretty pictures.**



After seeing how the HAM mode operates in the Photon Paint **art utility, it shows how difficult it is at times to get a satisfying picture using this mode. Often strange colour fringes appear where you least expect them, making drawing a HAM picture a very long process. The HAM pictures used in** Pioneer Plague **on the other hand are very good. There is still a sign of the weird 'ghosting' effect, but you hardly notice this. The game itself is very playable, requiring methodical thought and fast responses to survive. The city scrolling in the blasting sections is a little odd, but you soon get used to it, particularly with all the other stuff going on (by the way the computer warnings sound brilliant – just alien enough to be effective). Good game, good graphics, good sound – what else do you want? Well, a £19.99 price tag would help . . .**

▼ It's here at last! The game with all 4096 colours on screen at once – but not in this particular screen. Sorry



over rough track. However, repairs and refuelling can be carried out by stopping in the red and white zone of the pits. Unfortunately, a crash involving both cars on a crossover causes the race to be abandoned.

By the way, if you get tired of the tracks included, you can design your own with the track editor.

PRESENTATION 89%
Lots of options, choice of tracks and cars and a course designer. Nothing about Kalashnikovs, though.

GRAPHICS 86%
Simple but effective sprites and smooth scrolling that effectively captures the atmosphere of slot-racing.

SOUND 76%
An average tune and some good revving and crashing noises.

HOOKABILITY 90%
Great fun at first racing around the predefined tracks . . .

LASTABILITY 71%
. . . but its appeal only lasts as a two player game and the course designer is rather fiddly to use.

OVERALL 76%
A great racing game which is just *slightly* too expensive.

Skyhatches that launch mutated and pretty nasty Probes towards other systems.

As you fly around, rough 'n' tough automatic defence systems launch enemy craft at you, trying to stop you from succeeding.

While you try and halt the plague, a group of daring colonists launch from your homeworld, their story being relayed to you as you progress through your mission. Right, you've read the info – get on with it!

PRESENTATION 90%
Lots of depth and a glossy overall appearance, with an unfolding picture story, wormhole maps and more.

GRAPHICS 96%
Wonderful still screens and colourful, well animated ships using the HAM mode very well.

SOUND 89%
Great music, crashing effects and strange but intriguing speech.

HOOKABILITY 80%
A bit weird to begin with . . .

LASTABILITY 89%
But once you get used to it you'll be playing for ages.

OVERALL 86%
Not just a decent HAM demo, there's also an interesting game in there!



US Gold, £24.95 disk

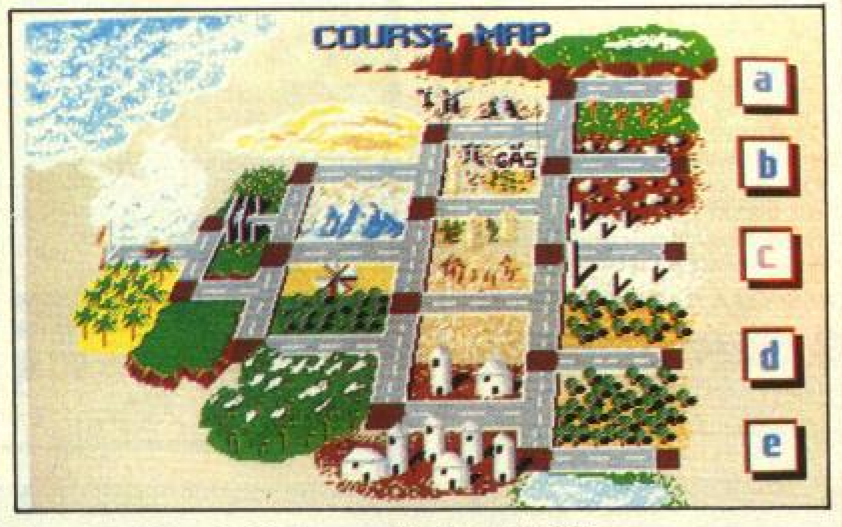
Well, maaaan. Y'know there's no substitute for cruisin' down the highway in your Ferrari, is there, y'know? I mean you girl by your side and all y'know?

And this is the kind of person that drives very fast in an expensive car like a Ferrari. Makes you sick doesn't it? Well you, too, can realise this sort of dream (the driving a Ferrari part) in US Gold's Amiga conversion of Sega's classic driving game *Out Run*.

Your vehicle is a brand spanking new, bright red Ferrari Testerossa convertable, complete with personalised number plate. Of course this isn't the kind of car that you just tootle around town in, it's the sort that has to be driven really fast, the kind that has to have a blonde beauty on the passenger seat to enhance the image. Images have to be kept up, so you enter a road race to prove yourself a cool dude.

Revving up, the light turns green and you're waved off. The race takes place over five stages, each of which must be completed within the time limit to allow you to progress.

Racing would be easy if you were on your own, but as it's all being held on the highways, you must avoid crashing into other cars or obstacles on the track edges and losing precious seconds. If you manage to complete all five sections, then your girlfriend will think you are the coolest, froodiest dude on the roads and will give you your just reward (har, har knowotimean?).



▲ So, how did you do? Not very well, by the look of things



I reckon that if a company converts a game such as Out Run to the home market, then they should try and make up for the loss of the control system and hydraulic movement by making the 3D movement effective and atmospheric. Instead of doing this, US Gold have merely created a pretty unthrilling racing game which captures little of the feel of the original. The graphics are jerky and ineffective, with some of the most horrendous mistakes imaginable. For example, when turning from side to side, the driver and passenger swap sides! The only notable presentation piece is the loading sequence – and even that is very self indulgent. Considering the power of the machine, Out Run should have been a *lot* better.



I'm sick of this. Everyone knows that the Amiga is a more powerful computer than the ST, so why do software houses release Amiga games that are just the ST versions virtually ported across to the Commodore machine? Out Run is almost exactly the same as the ST version apart from a few sound changes and the addition of an intro sequence (which, incidentally, is extremely cringeworthy). The graphics are fairly well defined, but they move like cardboard cutouts, wibbling about all over the place. Another thing is that on the arcade version when the time ran out you sort of coasted to a stop, but this version just stops dead, even when you're inches from the checkpoint. Oh, and its multiload is slow, causing frequent delays. A disappointing conversion.

▼ This may look good standing still – but it fails to live up to expectations when it moves



PRESENTATION 48%
The very long loader and annoying in-game quirks make for frustrating going.

GRAPHICS 56%
Fairly detailed but horribly animated sprites drive along cardboard roads.

SOUND 53%
Arcade-like music but terrible screechy sound effects.

HOOKABILITY 47%
Dodgy steering and dull playability are hardly the stuff that addictive games are made of.

LASTABILITY 35%
Even getting a friend to rock the chair about won't make it keep its appeal for very long.

OVERALL 41%
A dull conversion that achieves little of its potential.

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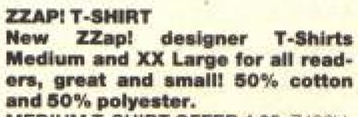
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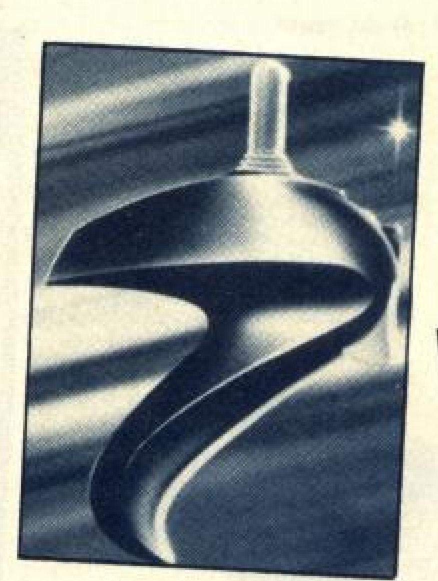


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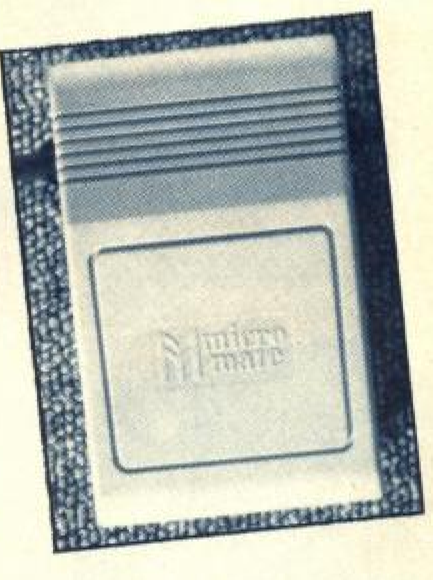


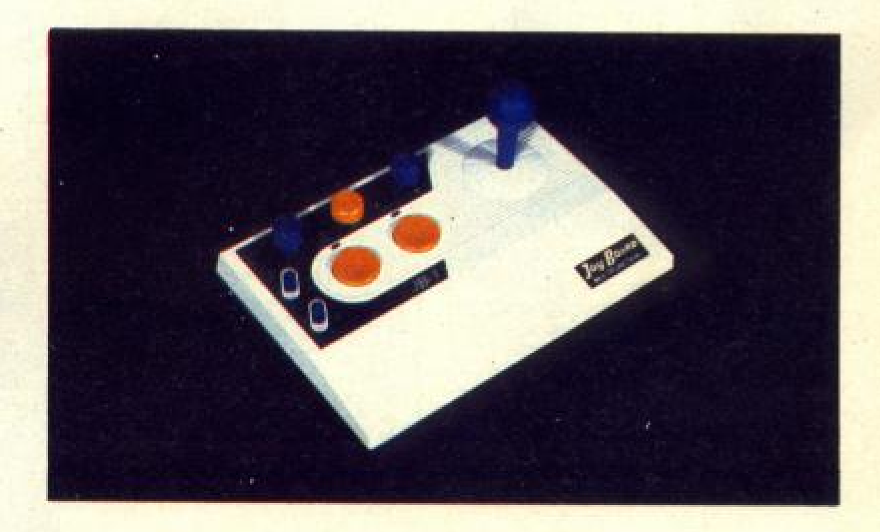
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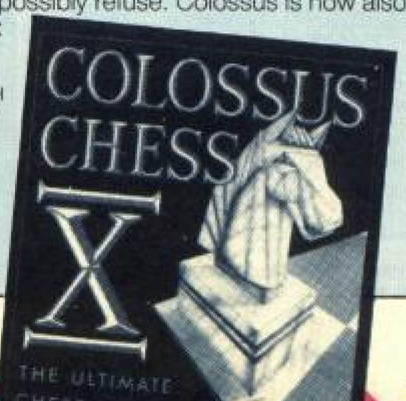
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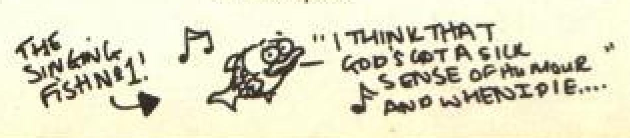
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I want heaps of penpals to swap the latest C64 stuff. So send lists of disks to Matt Kirkbride, 10 Feltham Court, Rosebud, Victoria, Australia 3939. I'll reply to all who write.

DISK USERS. Sweety, 4 Vigo St, Salem, Oldham, Lancs. OL4 5HZ would like to swap the newest stuff with people all over the world on C64 disk and the Amiga. Send disks now! All letters replied!



Amiga owner wants to swap games, demos etc. Send your list, letters, disks etc. to Giles Jones, "Greenleaves", Sandy Lane, Hatherton, Cannock, Staffs. WS11 1RW. I will try to reply most letters.

C64 disk users! To swap the latest stuff send disks or write to: SHARK, PO BOX 93, Balling, NSW 2478, Australia. All letters and disks will be answered. Write Now!

64 user wants to swap all latest games on tape, pokes as well, I ain't bothered. Send lists to: Nick Foot, 457 Newtondale, Sutton Park, Hull HU7 4BW. Write as soon as possible.

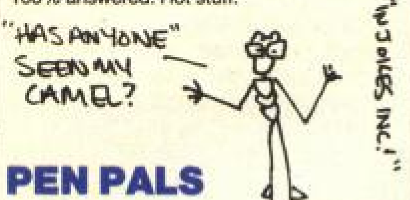
VIC 20 software wanted, will swap for Amiga, C64 games or cash. Ring now on 01 751 5913 or write 147 Hounslow Road, Feltham, Middx. TW14 0BN. Especially U.S. imports!

Amiga owners! Get in touchnow (please) to swap or sell demos, PD, games, etc. I'm a meagre (geddit?). Stamp away: Mark Collins, 24 Beech Close, Gillway, Tamworth, Staffs. B79 8QH.

Amiga 500 user would like to contact others for swaps etc. Please send lists to Alex, 112 Porthkerry Road, Barry, South Glamorgan CF6 8ER.

64/128 freak wants to swap latest stuff with other users worldwide, 5.25" and 3.5" (1581). Send disks for fast reply. 100% return. Send to Bill, PO Box 103, Red Cliffs, Victoria 3496, Australia. OK!

Amiga. We are searching new contacts. Write to: Markus Viitala, PJA 1, 61800 Kauhajoki, Finland or Marko Jokela, Vastatuuentie 6, 61800 Kauhajoki, Finland. P.S. All letters 100% answered. Hot stuff.



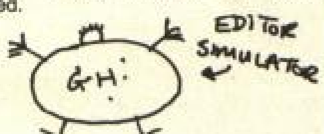
PEN PALS

Amiga user seeks people to write to and swap hints, games, demos and PD software. All letters answered. Write to: Troy Helm, Room 14, Ashdown House, Varley Halls of Residence, Coldean Lane, Brighton BN1 9GR.

Amiga and C64 disk users!! Good contacts wanted from around the world or around the corner! Swap hints, demos etc. latest stuff. Send lists, letters or disks to T.T.R., 13 Clarendon Road, London E11.

Amiga and C64 penpals wanted to swap hints, tips etc. I promise to reply to all, so contact me: Kate Simpson, 10 Salisbury Avenue, Shepparton, 3630 Victoria, Australia.

C64, tape/disk owner, 13, would like to swap games, programs, tips etc. with other C64 owners. Write to: Mikkel Burchardt, Nyborgvej 13, 5750 Ringe, Denmark. All letters answered.



USER GROUPS

Commodore Users. A new computing club has just started. We publish a bi-monthly magazine packed with news, reviews, hints, discounts etc. For further details contact: WCA, 295 Peniel Green Road, Llansamlet, Swansea SA7 9BJ. Tel: 0792 72745.

FANZINES

Join the ideal classic C-64 club. With monthly mag. For free info pack send SAE to . . . Adam Whittle, 'Redways', Harps Hall Road, Walton Highway, West Walton, Wisbech, Cambs. PE14. Pen pals wanted also (disk + tape).

MISCELLANEOUS

Tricky Adventure? Need help?? Over 30 solutions so far. Many top titles. Prices from 35p. Send SSAE for complete price list to David Capewell, 63 Bailey Road, Blurton, Stoke-on-Trent, Staffordshire ST3 2DL.

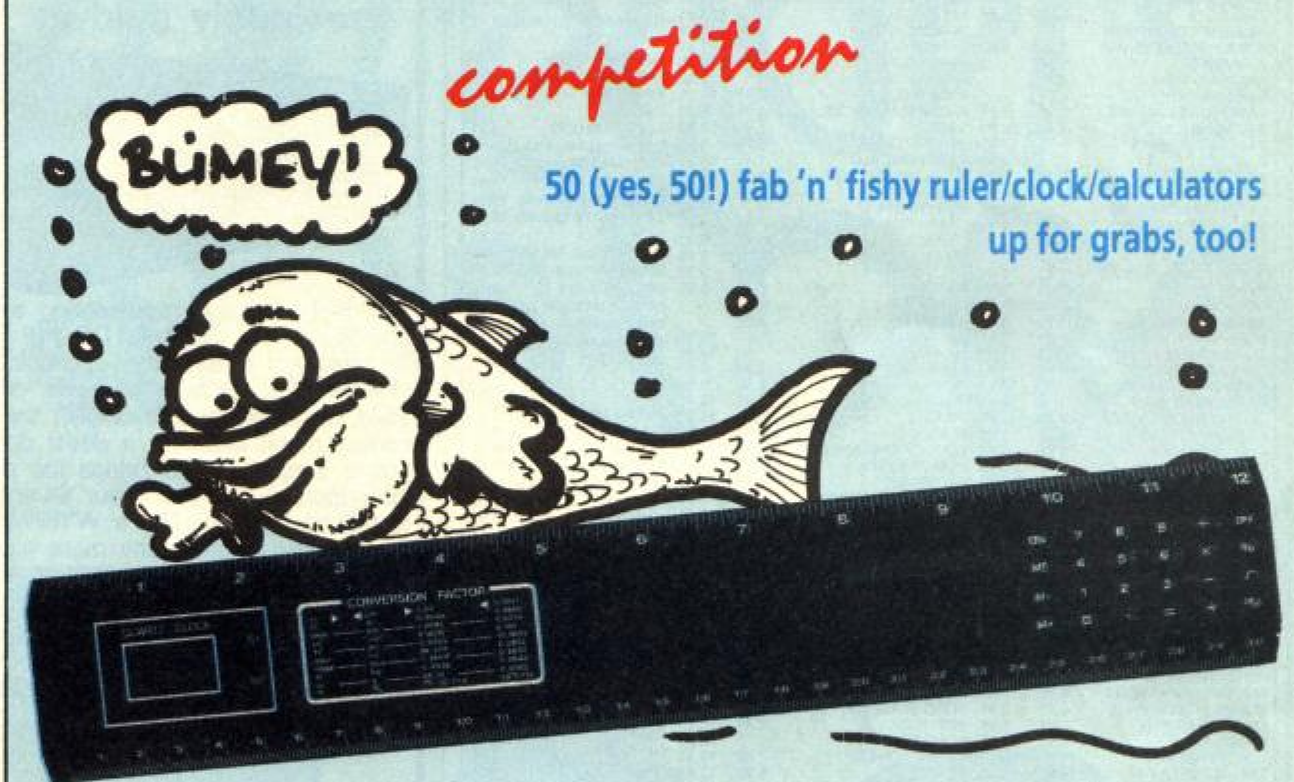
Money problems, you could make £30 for every 100 envelopes addressed. For free information send SAE to:– Stuart Edwards, 31 Wansbeck Street, Chopwell, Newcastle upon Tyne, NE17 7DD NOW!

KEN THE FISH PROUDLY PRESENTS THE

WELL – HAVE YOU GOT AN AMIGA OR WOT, JOHN?

competition

50 (yes, 50!) fab 'n' fishy ruler/clock/calculators up for grabs, too!



Blub! Ugh! Pondweed, horrid stuff. Fish don't like houseplants – or hasn't anyone even bothered to tell you that yet? Personally I'd rather have a bit of Art Deco furniture, but no – all I get lumbered with is smelly weed, little brown sausages and a right dumping ground of a plastic castle (which incidentally, fish followers, has turned a decidedly slimey shade of green).

What I really could do with in my undersea watery kingdom is an Amiga – lots of you readers have them. Gordo says an Amiga wouldn't work in my murky depths – pollocks! If that's the case, then tell me how, fat humnoid, does my word processor work? *(Not very well - several squillion ZZAP! readers)* Ho flipping ho.

If I knew just how many of you surface-dwellers have an Amiga I might be able to persuade greasy gut-bucket Houghton to get me one as well. Whaddya say? Tell yer what I'll do (an' I'm selling me own Gurnardmother here) – I'll give the first **50** replies a FREE ruler/clock/calculator! Can't say fairer than that, can I?

So that's the deal. Complete the form and send it to: **CAN'T SEE THE AMIGAS FOR THE POND WEED SURVEY, ZZAP!, PO Box 10, Ludlow, Shropshire SY8 1DB**. Send this fishy offering so that it arrives no later than **February 9th** – and if you abide by the comp rules, you never know, yours truly may be the owner of an Amiga this time next month. Gloop gloop!

(Tick as appropriate)

Do you own/have access to just a Commodore 64/128? Yes ☐ No ☐
Do you own/have access to a Commodore 64/128 and an Amiga? Yes ☐ No ☐
Do own/have access to just an Amiga? Yes ☐ No ☐
Do you intend to purchase a new computer? Yes ☐ No ☐
If yes, state type ....
When do you intend to buy it?
a month ☐
three months ☐
six months ☐

Name ....
Address ....
....
....
Postcode ....



VOTE FOR THE BEST GAMES OF THE YEAR AND WIN YOURSELF £50 OF SOFTWARE TO BOOT!



You might have thought that with the Christmas season now over, the time of good will to all men (and girlies), the exchanging of crappy crackers with weak jokes and the juggling of gift-wrapped bananas amongst the three wise men was over. (Pause for breath) Weee-lll, you'd be wrong, because we're offering ONE lucky reader £50 of software and NINE others £30 of software. Is that all? Nope, because we're offering those same TEN people a ZZAP! T-shirt each.

Why? Because we're stark staring mad.

No no – ha ha – just a joke ha ha. It's weally because id be dat time ob de year again, when de good people at ZZAP! dust down their Database Minion, force-feed him a couple of turkey slices and persuade him (for it is a he) that he should sift through a load of forms which will determine the greatest game of the year – according to you. And the first ten people drawn out of Lloyd's paper bag will receive those prizes. Good, eh?

This year, the awards (except for one special category) are only open to 64 games. Next year, as the Amiga grows more popular and is more fully introduced into ZZAP!, there'll be two separate sections…

Until then, get voting for YOUR game of the year!



THE GAMES

BEST GAME OVERALL
Title & Software House

BEST PLATFORM GAME
Title & Software House

BEST SHOOT 'EM UP
Title & Software House

BEST ARCADE ADVENTURE
Title & Software House

BEST ARCADE CONVERSION
Title & Software House



AND THE REST . . .

BEST PROGRAMMER

BEST ADVERTISEMENT
Title & Software House

BEST ADVENTURE
Title & Software House

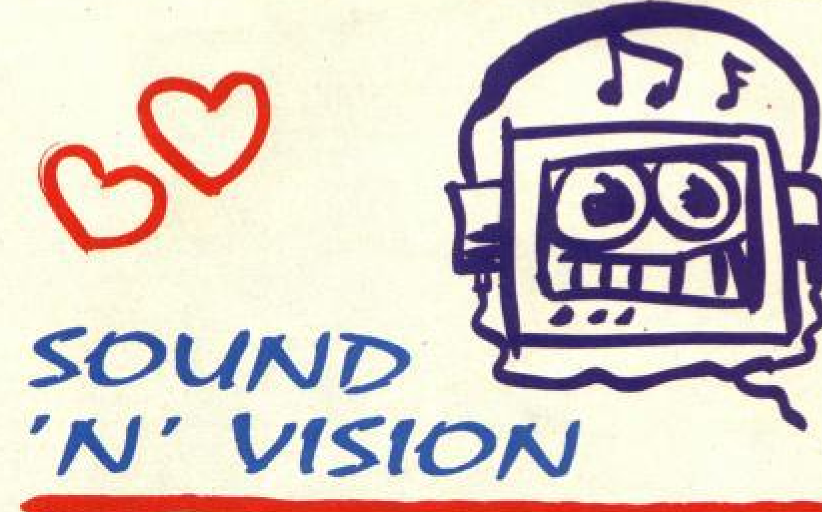
BEST STRATEGY GAME
Title & Software House

BEST SIMULATION
Title & Software House

WORST GAME OVERALL
Title & Software House

STATE OF THE ART AWARD
Title & Software House

BEST AMIGA GAME OVERALL
Title & Software House



SOUND 'N' VISION

BEST GRAPHICS
Title & Software House

BEST MUSIC
Title & Software House

BEST SOUND EFFECTS
Title & Software House

Satisfied? Then don't delay! Send off the form before January 10 to ZZAP! READERS AWARDS, PO Box 10, LUDLOW, Shropshire, SY8 1DB – and, who knows, you could have a late Christmas present! Yipeee! Er, yeah . . .

Name ....

Address ....

....

.... **Postcode** ....

T-Shirt Size ....



OCEAN CONQUEROR

Rack-It, £2.99 cassette

If current enemy troop movements are allowed to continue, winning the war is gonna be a piece of cake – for them. Something has to be done and quick.

Enemy shipping lines are carrying the troops' essential supplies. The only way to stop them is to send an infiltration craft that could pass through their scanners and destroy the freighters. Cue the submarine under your command – Nautilus.

To get to the freighters you must also dispose of the escorting destroyers, which are heavily armed and can outrun you.

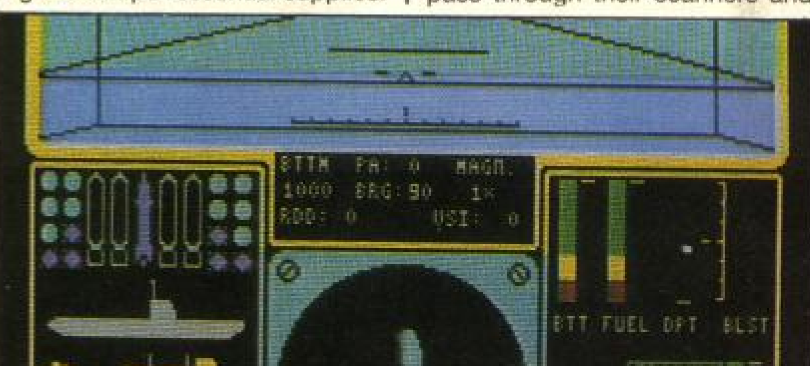
The future of the allies is in your hands. Can you save them? Well, maybe you could if you were playing the game, but if you're not, then you won't. OK?



Rack-It have been building a rather good reputation for themselves over the past few months with playable budget games and high-profile re-releases. What a pity that they've taken such a backward leap with Ocean Conqueror**! There is a lot to it – compass headings to read, weapons to be fired and docks to be negotiated – but the whole thing looks really cobbled together. The graphics are extremely poor, being more confusing than helpful, and the sound is abysmal. If I hear that title tune once more I'll probably throw a fit! If you spend three quid on this you must be either desperate or crackers.**



Bleuch! This has really thrown cold water on my ambitions to become a famous submarine captain. If the world really looks like this from a subaquatic viewpoint, I think I'd rather spend the rest of my life at home with a dead fish (sorry Ken). If you suffer from migraine, avoid these graphics like you would a double helping of Maths homework on a Friday night – they won't do you *any* good. So, is there a game under the badly designed surface? Erm . . . ye-es but it's confusing and about as interesting as a wet weekend with Gordo – nothing to up periscope about.



▲ **Nyyyyurk! You haven't bought this, have you?**

PRESENTATION 30%
Nice loading screen but very messy appearance and confusing controls.

GRAPHICS 21%
Glitchy, bland and boring display plus unremarkable 3D wire frame graphics.

SOUND 12%
Crunches for explosions and a dire title tune.

HOOKABILITY 13%
When the game screen appears, the phrase 'Oh, no!' springs to mind.

LASTABILITY 24%
You could get used to it in time . . . a *lot* of time!

OVERALL 21%
Not really up to Rack-It's usual standards.

INTERNATIONAL RUGBY SIMULATOR

Code Masters, £2.99 cassette

Ayyyy – Up and under! Lovely try! Oooh, 'e's off for an early bath. Hahaha! – and other rugby commentator type phrases. If you're the kind of person who's familiar with these but doesn't relish the thought of getting beaten half senseless and being freezing cold on a rugby pitch, then Code Masters' latest simulation is aimed at *you.*

Play a one off game (for either one or two players) or in a league: either way, the action begins with the kick off and a mad rush down the field by your team. The object is then very simple; run over the opposing team's goal line whilst holding the ball and then put it on the ground. Simple, eh? Well, not when the other team try and stop you from doing this.

Many features of the game of rugby are included, such as line outs, scrums and conversion kicks. You can tailor the style of play by changing the team 'policies', which govern the type of defence tactics to be used.

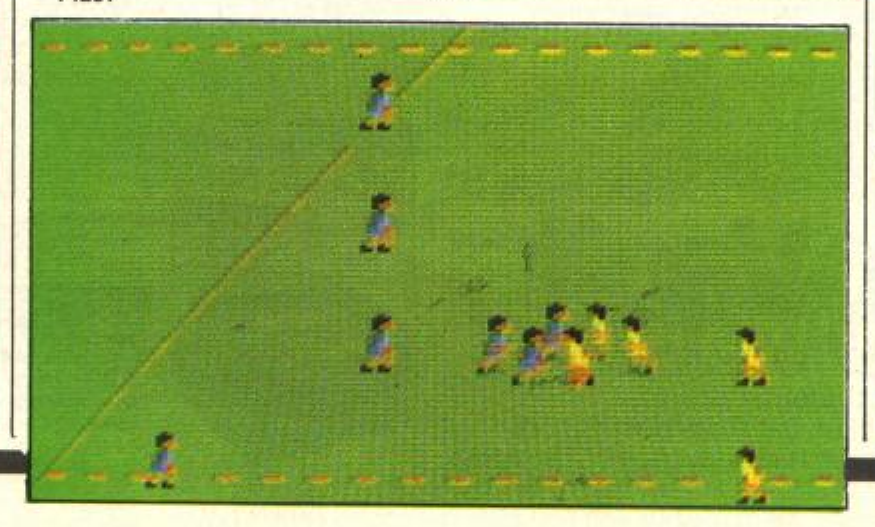


I can't really profess to being a great rugby fan in the first place, and Code Masters' latest 'simulator' isn't the kind of game to make me think otherwise. The graphics and sound are rather poor to say the least, and unfortunately the gameplay matches this quality. It's all very well haring after the player with the ball when you can't tackle him when you get there. Despite their (successful) attempts to create a higher profile, I sometimes think that Code Masters compromise quality for price. Don't buy it because it's cheap – save up for something a bit more expensive and a lot better.



I'm always wary of dodgy slogans on game packaging and putting 'definitely the best rugby game' when it's the *only* rugby game I can remember is highly dodgy. What's worse is that David Darling is the only person quoted as raving about it! Well, to be honest, I can't see many others being enthusiastic, as it's a pretty useless program. It's all very well including leagues and other tactics when there's no tackle move. I've played it enough to have to write about it, but I can't see myself playing it again.

▼ **What next? Professional International Erica Roe Simulator Plus?**



PRESENTATION 72%
Lots of options but a naff control system.

GRAPHICS 38%
Piddly little sprites wibble about unrealistically over a garish pitch.

SOUND 50%
The opening tune isn't too bad, but the other tunes and sound effects are crummy.

HOOKABILITY 46%
Rugby fans may find it initially interesting, but casual sports fans will find it tough going.

LASTABILITY 31%
Soon enough everyone will get bored of it, rugby fans or not.

OVERALL 39%
The *worst* rugby game out and one of the weakest sport sims in general.

GAPLUS

Mastertronic, £1.99 cassette

You thought wasp stings and midge bites were bad? Well, get a load of this: the Gaplus race of space insectoids is about to nibble through the fabric of the space-time continuum spelling doom and postal delays on a universal scale!

Before you lie 50 parsecs of Gaplus-infested galaxy. Amongst the swirling hordes which swoop around your astro-fighter, there are Mother Gapluses – when killed they drop a weapon upgrade capsule.

Catching a tracker beam lets you capture up to four drones to widen your firing pattern. Other capsules give you doubled firepower or a cyclone accelerator – more of a decelerator really, as it stops Gapluses in their tracks for you to shoot them with ease.



I jus' lerv all those old-fashioned not very hi-tech coin-ops like Galaga, Galaxians **and** Gorf **–** Gaplus **is pretty similar but it just doesn't strike me as being anywhere near as much fun. The graphics are bland, the sound is really boring and all that supposedly nostalgic gameplay simply lacks bite. Sensible Software did a much better job with** Galaxibirds **– if you can still find a copy lying around somewhere get *that* and save** Gaplus **for a really rainy day.**



▲ An oldie, but still a goldie (well, almost)

" GRANS! YOU UGLY GIT! "



We've already seen a few games from ace Compunetters, but while they've all been good technically, the gameplay has always lacked substance. When you put Ash and Dave, arguably the best demo-technicians on the 'Net, together with a good game plan, you get an excellent blast – and that's Gaplus**! I was a little surprised that they hadn't done a better job of the game, because the sprites are bland, the sound is limited to a few jingles and there's even a glitch in the scrolling starfield! Luckily, any poor first impressions these might create are shattered after only a few games, and I was soon fighting it out for top position on the score table.** Gaplus **is really addictive and for the price, you'd be stupid to miss it.**

PRESENTATION 50%
Competent but no real outstanding features.

GRAPHICS 45%
Chunky and pretty blandly coloured.

SOUND 52%
The odd jingle and some pleasant sound effects.

HOOKABILITY 68%
Nothing special to provide instant attraction, but it grows on you after only a few games.

LASTABILITY 72%
Plenty of great blasting fun to keep you occupied – for ages.

OVERALL 71%
Good old-fashioned blasting at a good old-fashioned price.

BLIP – VIDEO CLASSICS

Silverbird, £1.99 cassette

Sunday afternoons with the family 'in the old days' used to sometimes end up with everyone crowded around the TV playing 'tennis' on a crappy old video game console, whose idea of graphics was white lines and sound effects that consisted of the odd *blip!*

Hence the name of Silverbird's latest product. This piece of antiquated video game-istry harks back to those bygone days of TV history. Included are six games – tennis, football, squash, solo squash, four-bat blip and Asterbliperoids (*which is tennis in space with a few asteroids thrown in*).



What the hell is the point of this? I thought we'd seen the last of games like this *years* ago, then peopleike Silverbird come up and 'revive' them for the more modern machines. Well, I was bored of them a long time ago and they don't improve with age it seems, as I'm still bored of them now. The graphics in Blip **are still of the basic bat 'n' ball type with a few minor enhancements, and the sound merely consists of a short tune which plays over and over and over and . . . AAARGH! Get me away from this!**



This is a poor excuse for a video game, even on budget. The sub-games included were dead and buried a loooong time ago, and the only reason they were popular in the first place was because they were the only games you could get. Stuff like Pacman **will keep a sort of ageless charm because it has more in the way of playability – this has just simplistic 'bouncing a ball about' content. Maybe if there had been some nicely designed graphics and atmospheric music, it may have been more impressive, but as it stands,** Blip **is *not very good at all.***

PRESENTATION 31%
One or two players and a choice of six naff games.

GRAPHICS 23%
The simple sprites and pewkworthy scrolling backgrounds are a joke.

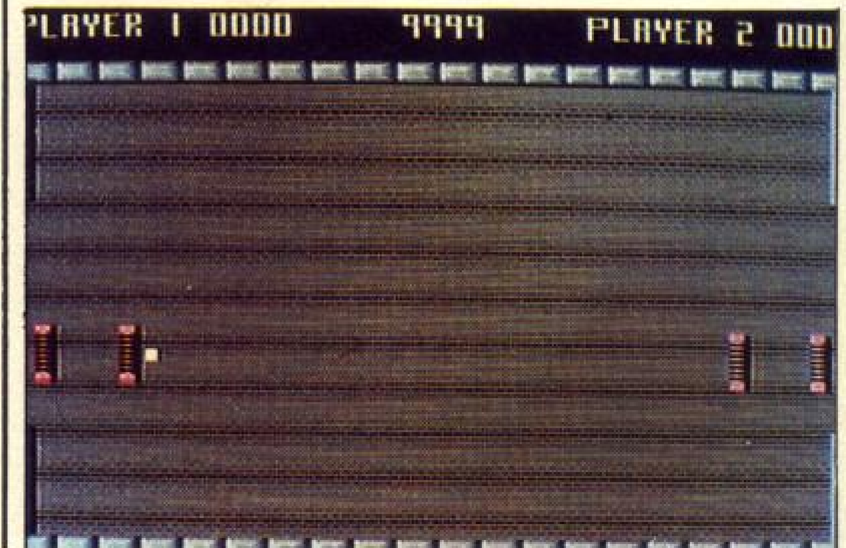
SOUND 16%
A five note tune that goes on and on . . .

HOOKABILITY 19%
The games included are hardly mind taxing enough to keep you hooked.

LASTABILITY 12%
Games like this have been boring for a long time.

OVERALL 15%
One of most pointless budget releases ever.

▼ Yer basic *Breakout* game bounces back



" MORE REQUISIT-T-T-T-T-S! "



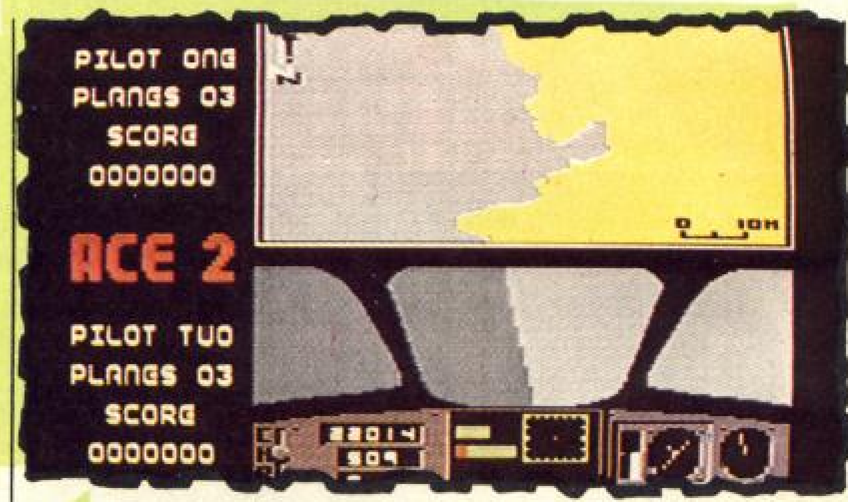
Christmas is over – waah, sob, boohoo! You've eaten all the Quality Streets, the turkey's just a plate of bones and your mum and dad are really mad because they can see all the presents they bought you before the season of goodwill going for half-price in the January sales. You're stuffed, bored, listless and tired. You could get yourself one of those cheapo rereleases from Woolies but you just don't know which to buy (oh no!). Well, this is your lucky day, because heeeeere's Kati to tell you which ones to avoid and which to sell your grandmother to get. Weyhey.

ACE 2
Gamebusters, £2.99

The sequel to the everso complicated but incredibly excellent flight-sim *Ace* turns out to be a completely different kettle of fish (poo!). Instead of having to learn a whole batch of involved commands – you know, flaps, rudders, ejector seat and all that – you're shoved straight into the hotseat of a hi-tech jet fighter somewhere over the Middle East. No messing about with the manual – just rush straight into the thick of do or die dogfights and hair-raising ground base strikes.

Great fun for one player but even better for two, this is one of those straightforward, dead-easy-to-play flight games that you just can't afford to miss – no siree, not for £2.99 anyway.

OVERALL 90%



THE GROWING PAINS OF ADRIAN MOLE
Ricochet, £1.99

He's riddled with spots, in love with Box, and totally overwhelmed by his adolescence. Being a teenager never did agree Adrian Mole but at least it made him famous. I mean, come on – who can complain with games, books, a musical and a TV series to their name?

The second of two supposed adventure games, *Growing Pains* turned out to be nothing more than a bit of very funny interactive fiction. That's OK while it lasts, but you don't really influence the story and there aren't what you'd really call any problems to solve. All those well-loved, madcap, zany characters are there but if you *really* love them all that much, read the books again and don't waste your money on the game. Boom,

OVERALL 30%

JET SET WILLY: THE FINAL FRONTIER
Ricochet, £1.99

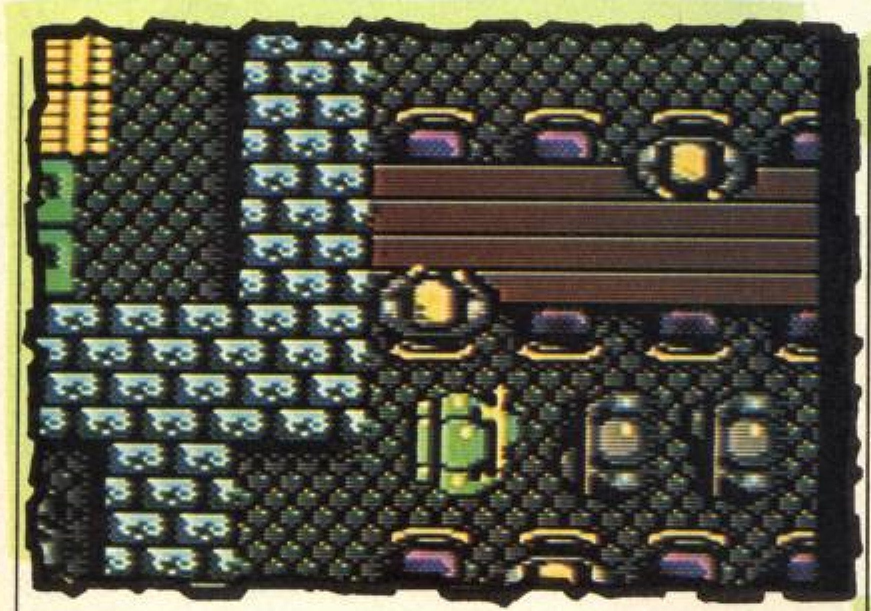
We-ell this has dated rather a lot (it was pretty dated in its time as well) – stick-like platform graphics aren't really all the rage anymore – but (call me weird if you like) it's still one of my all-time favourite games.

Willy's a bit of a wide boy but his days of limbo-dancing, midnight barbecues and skinny dipping in the pool are numbered: if he doesn't clear up all the bottles, glasses and party paraphernalia left over from his latest orgy, his housekeeper Maria won't let him go to bed. Aaah!

So off he goes through the various rooms of his huge mansion avoiding gargoyles, flying pigs and er . . . poisonous hopping rabbits (yeah, well, it is a *very old* game). The graphics are alternatively stick-like and blocky and there's practically no sound – but for a nostalgic trip down memory lane it's definitely worth a peek.

OVERALL 63%





EAGLE'S NEST
Players, £1.99

Funny old life, innit? Every now and then a game like *Gauntlet* comes along, causes a big stir and spawns more clones than Maff can eat hot frankfurters. Most of them are inferior copies but one or two turn out to be even better than the original – *Eagle's Nest* is one of those (no, not the duds, one of the good ones, dummy).

It's wartime Germany and you've got to infiltrate a massive castle, rescue its prisoners and blow up each of its floors. Shooting crates and boxes wins you extra ammunition, jewels, energy and food.

Atmospheric graphics and sound effects (ricocheting bullets, footsteps, metallic clangs) combine to create a really authentic and claustrophobic wartime atmosphere. If you missed this on compilation add it to your collection NOW.

OVERALL 91%

KNIGHTMARE
Ricochet, £1.99

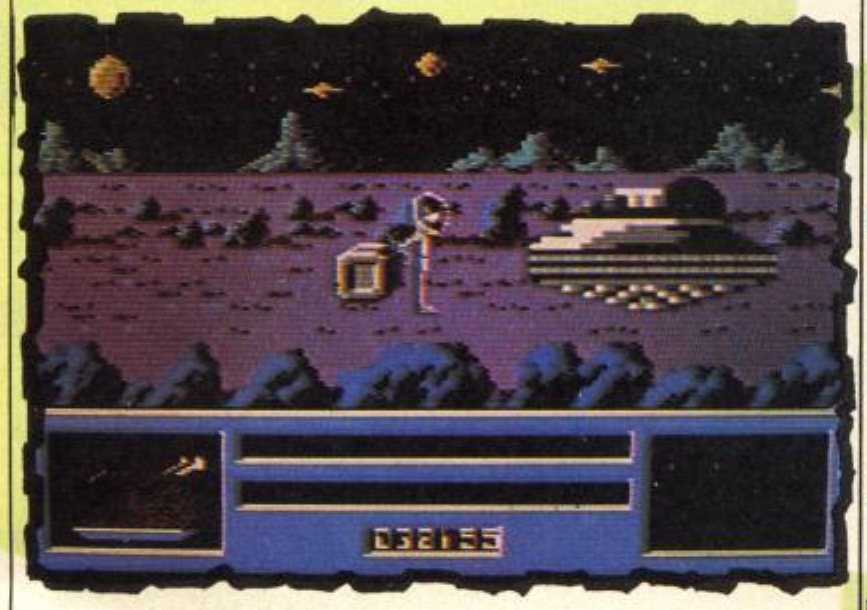
Aha! If you've been watching the excellent Knightmare series on TV and fancy yourself as a bit of an adventurer, this might just be your cup of tea. Instead of guiding a mate through the rooms of the Knightmare world, you take control of an imprisoned knight using a combination of joystick and keypress commands.

You're stuck in a dungeon and don't fancy making chalk marks on the wall for the rest of your life, so you put away your penknife and try to find a way to escape – without getting killed by spiders, monsters and pretty horrible er . . . well . . . horrible things on the way. Every now and then, a creature sets a riddle: get the answer wrong and – minzaguiness, allacazam – you're dead. Nasty that.

A bit of a toughie but if you're an arcade adventure fan, well worth a go.

OVERALL 68%





STAR PAWS
Alternative, £1.99

Not a lot of people know this, but out in the darkest reaches of space there's a purple planet and on that planet there's . . . wait for it, wait for it . . . an illegal colony of legendary Tasty Space Griffins. Ooh! Only one dog (dog?) can catch them – and his name is Captain Rover Pawstrong (swoon!).

Making use of a variety of objects and his bare paws, Rover can catch the leggy birdies in a variety of ways (jumping on them, blasting 'em with a thermonuclear device, catapulting 'em . . .) and there's even a bonus puzzle to win him extra points.

With its excellent playability, outstanding parallax scrolling and cutey graphics *Star Paws* has to be one of the most enjoyable rereleases on the market right now. Eat worms rather than miss it.

OVERALL 93%

MAD FLUNKY
Alternative, £1.99

This was originally released under the title of *Flunky* – looks like Alternative have added the 'Mad' bit just to make it sound that extra tad-ette wild and wacky. Wacky it may be, but it also takes a bit of thought.

Here's the story. You've been snatched up out of the Labour Exchange as the likely candidate for a career as butler in Buckingham Palace. All the royals have their own personal needs and desires and unless you manage to meet them (bring Fergie some freckles for example), you've had it. Success involves exploring the palace, carrying the right object at the right time and trying not to get zapped by one of the guards.

Good fun for a bit, especially considering the bright, bold, colourful graphics but the puzzles can get a bit confusing and aren't really all that mad. Worth checking out.

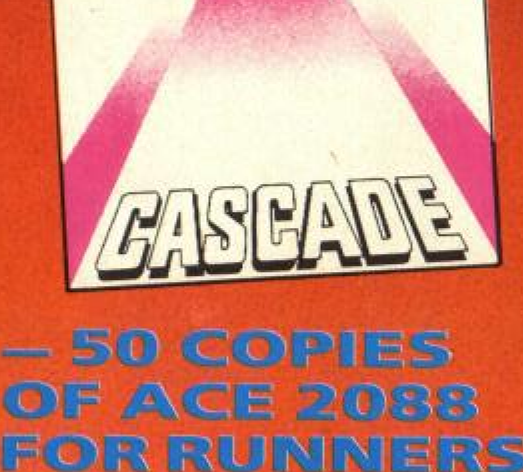
OVERALL 69%





COMP

WIN A TRIFF AND BRILL CAMERA KIT



— 50 COPIES OF ACE 2088 FOR RUNNERS UP!

OK, now you've tied your brain into knots with the brilliant flight sim, *Ace*, you've fought like a mad dog to beat your friends in *Ace 2*, what exactly are you going to do next? And I don't mean water the plants, play footsie with your hamster and pretend you're 8 slices of hickory smoked bacon so you can frighten your mum. We're not interested in your list of potential Valentines or how many bags of Quavers you reckon you're going to eat – what we want to know is: which flight sim are you going to play next?

Stumped, huh? Well, you could try Cascade's *Ace 2088*. No boring, earthly locations this time because, novice pilot or dead professional flight veteran, you're launched straight into the middle of . . . wait for it, wait for it . . . deepest space.

Let's hope you've stashed away a larder full of vacuum-packed dehydrated bacon sandwiches with lashings of brown sauce, because this is gonna be one long job. With 118 planets in full 3D to rescue, a comprehensive on-board control system to master plus a variety of weaponry to fire, a bright individual like you just hasn't got time to hang about. Exciting or what?

Want a copy of this intergalactic combat sim? Well, produce a good enough drawing of a totally futuristic, fantastically equipped and brilliantly engineered combat spacecraft and we'll throw in a fab 'n' triff Cascade camera kit as well. Woo!

50 copies of *Ace 2088* are awaiting the compo runners-up – if you enter, you've got a dead good chance of winning something, so sharpen your pencils and get scribbling now.

Finished? Right then, put your picture in an envelope, remember to include your name and address and send it to:



SP-ACE 2088 COMP
ZZAP! TOWERS, PO BOX 10
LUDLOW, SY8 1DB



If we don't receive your entry by February 12th, you haven't got a hope in hell of winning anything. Hard life, innit?

CLASSIC COMPUTER Cock Ups

PART FOUR

DATELINE: NASA Mission Control, USA, October 1984

After billions of dollars has been spent on making sure that the Space Shuttle doesn't suffer any more computer cock-ups, four primary aviation computers are introduced to ensure reliability. The countdown reaches Launch minus 75 seconds when a fifth back-up computer pulls the plug and aborts lift-off. A patch to correct a previous timing bug has opened a 1 in 67 probability window that the computers will be out of sync. Because the fifth computer is running a different system from the original four machines, they have never had a heart-to-heart chat before, and the new machine refuses to trust them. The cost of this little failure to communicate runs into several million dollars.

DATELINE: Stockholm, Sweden, March 1986

A 35 year-old French programmer is arrested and charged by Stockholm's District Attorney with stealing over £5,000,000. He successfully hijacked the loot from car makers, Volvo, as it was being transferred to the Skandinaviska Enskilda Banken via computer to an insurance company, and would have got away with it if he hadn't made a classic computer cock-up. When he opened up a new fake account in his own name, using the same computer, he entered the wrong branch number and transferred the loot into the bank from which he had just stolen it!

DATELINE: London, England, August, 1988

Freelance journalists working for a title owned by ex-hippie millionaire Felix Dennis are delighted to receive two identical cheques for their work. Naturally, being mercenary, immoral and poverty stricken, they all cash the cheques and say nothing. After a month or so, they each get an embarrassed phone call from the accounts department politely requesting a refund. This request is ignored, and the overpayments are treated as generous unprecedented advance payment for their words of wisdom. The accounting cock-up is blamed on a computer error, and the matter is dropped. The publication's title? *Computer Shopper*.

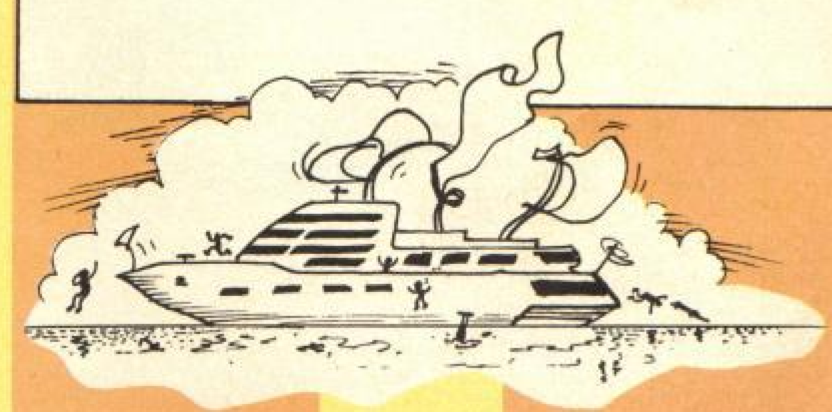
DATELINE: Hollywood, USA, 1976

During the dreadful remake of the 1933 classic *King Kong*, a computerised giant ape hand is constructed to abuse starlet Jessica Lange. The servos continually break down, and a unique system is devised to overcome the problem. Critics are bemused when the 'primitive tribesmen' are heard to chant the phrase 'unga-bunga' all over the soundtrack at the drop of a spear, until actor Jeff Bridges let slip a technological in-joke. 'Unga-bungas' are the film-set slang for the devices that have been used to cure the computerised hand's servo malfunctions. They are better known as 'condoms'.



DATELINE: The Solent, England, June 1985

A revolutionary sailing ship undergoes trials off the Isle of Wight, utilising fixed sail formations that are computer controlled to take maximum advantage of any available wind speed and direction. After only 20 minutes the computer goes berserk, and the sails start doing the dance of the seven veils, forcing the sleek prototype to appeal for a tow back to harbour. After checking all systems it is discovered that modern maritime technology has succumbed to an ancient seafaring tradition: rat's piss.



DATELINE: London, England, August 1988

Masterfind Ltd is a head hunting agency for computer staff. It has an 'urgent need' to send 2,500 recruitment telexes, but Telecom Gold normally allows only 50 messages to be sent together. MicroLink gets into bed with Telecom Gold, and they come up with a solution: to send two blocks of 1,000 and one block of 500 telexes overnight. Masterfind trumpet that this achievement 'is an impressive milestone in UK computer communications' that will radically change their fortunes. It sure does. They promptly go bust.

DATELINE: New York, USA 1956

Warren S. McCulloch is a futurologist, an expert on the new technology, a man who can confidently predict the future of computing. After lengthy analysis he comes up with the certainty that a computer 'smart enough to beat a champion chess player would require the Pentagon to house it, Niagara's power to run it, and Niagara's waters to cool it.' Whoops.

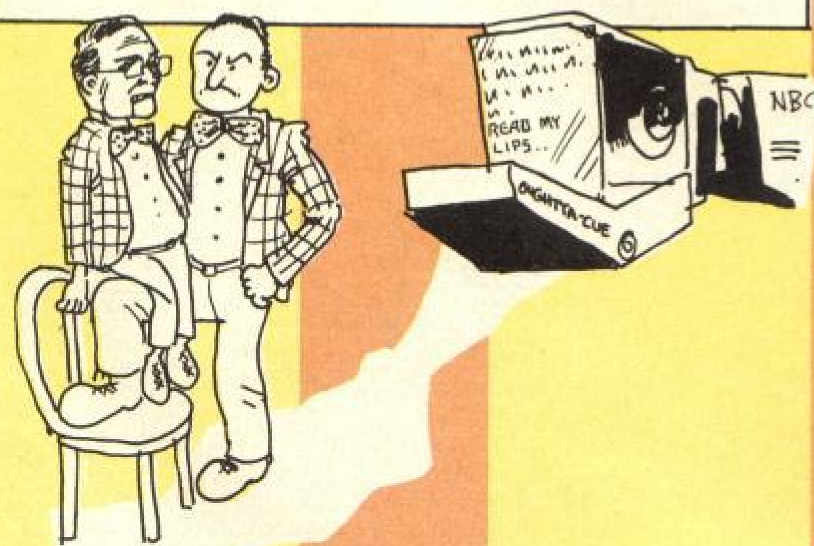
DATELINE: The Matrix, Planet Earth, October 1987

Computers are programmed to scan the world's stock exchanges, and on average about 20% of all trading is automatically carried out by machines. Since September 1986, when computers were responsible for a 'mini stock market crash', they have been reprogrammed not to follow one another blindly over the financial cliff, and cause computerised panic selling. No sooner is the system up and running, when the world's trading computers decide that the economy is going down the toilet, and 40% of all trading is taken over by computers with the single instruction 'sell!' The result is the biggest crash since 1929.

DATELINE: Chicago, Illinois, USA, November 1988

Vice President George Bush's minders rig up a multi-State computerised monitoring system, whereby viewers register their emotions while Bush makes a campaign speech. The phrase 'read my lips' registers a large positive response when he talks about not cutting taxes, and the phrase is processed into all of his rally speeches. The computerised teleprompter is able to tell him exactly what to say, when to pause for maximum effect and even prompts him with 'spontaneous' remarks. While addressing an election meeting of Republicans in a Chicago sports stadium, Bush whips up his audience thanks to the teleprompter and its control computer until he reaches the magic phrase 'read my lips'. At these words the screen goes blank, Bush goes blank and those in the front of the crowd can clearly lip-read the phrase 'f***ing computers' from his speech writer.



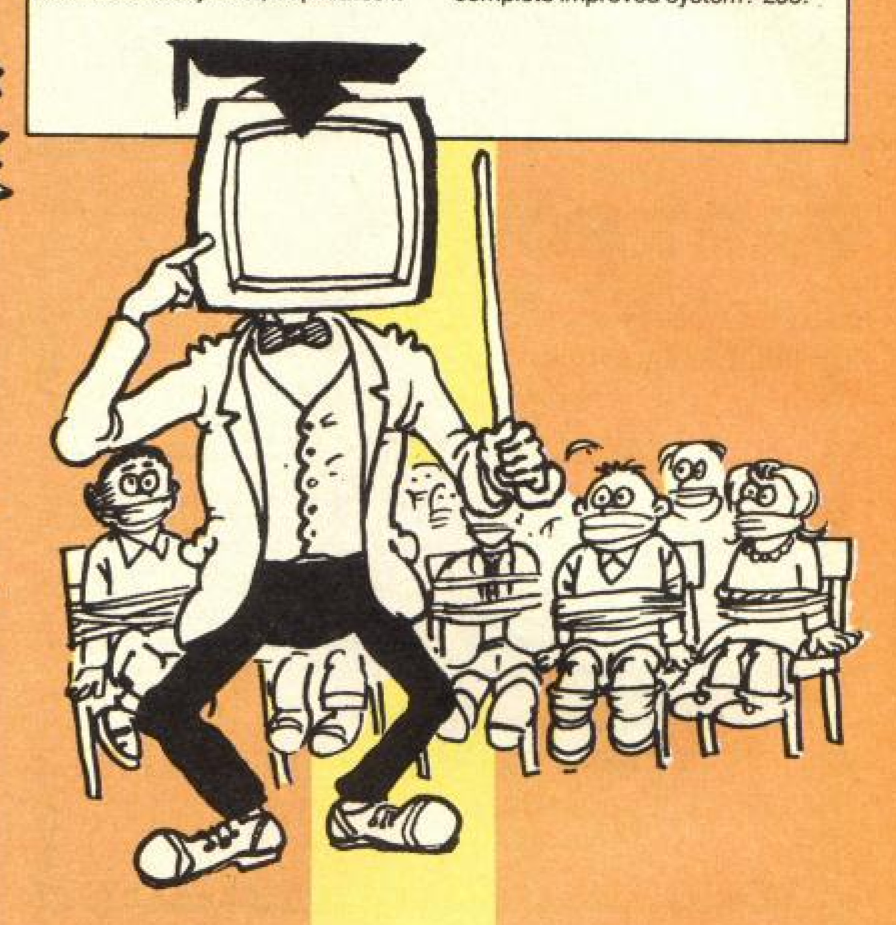


DATELINE: Chicago, Illinois, USA, July 1985

The Illinois Criminal Justice Information Authority runs a check on electronic fund transfers between local banks, who are proudly trumpeting that their computer system is infallible. Of 16 banks investigated, 12 are discovered to be leaking cash at an average loss of $833,279 per incident.

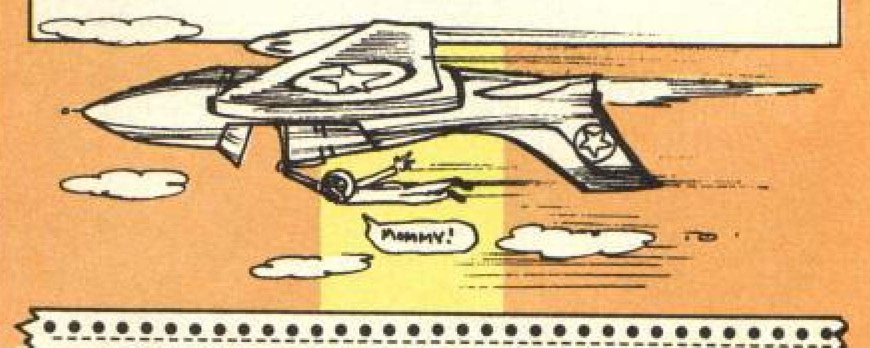
DATELINE: Kingston on Thames, England, November 1988

The local library is rightly proud of its computerised bar code system, and believes that the cost of over £10,000 is fully justified. Mr Peter Dalton, head of Beverley School Sixth Form examines the system, duplicates it and makes a few improvements for his own use, including a real-time clock, a computer-generated bar code writer and assorted friendly on-screen greetings. The cost of the complete improved system? £55.



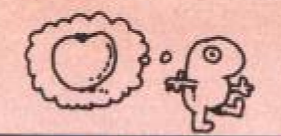
DATELINE: Pacific Ocean, 1977

The US Air Force patrols the skies, vowing never again to repeat the computerised mistakes experienced in Vietnam. Their F-16 bombers are a masterpiece of modern war technology, having fully-automated on-board global map reading facilities, so that their sexy nukes won't get lost. They don't get lost, but the North American-based programmers have overlooked one wee terrestrial fact. Every time the bombers cross the Equator, they flip upside down.



DATELINE: Aleutian Islands, Alaska, USA, February 1980

Tomahawk cruise missiles are tested under 'battle conditions', using the very latest intelligent rockets that can read the landscape, check it against their memorised maps, and home in to blast any target to oblivion. They whizz over land and sea until they find themselves over the flatlands north of Nakenk, and the Texas Instruments memory chip gets somewhat confused, mainly due to the fact that Alaska is covered in snow, and the Cruise missiles can't recognise any landmarks. The computer takes a 'logical' decision, and the missiles turn around and head for 'home'!





THE ZZAP! READERS CHARTS

GAMES TOP 10

1	*(14)*	BARBARIAN II	*Palace*
2	*(9)*	LAST NINJA 2	*System 3*
3	*(5)*	SALAMANDER	*Ocean*
4	*(6)*	BIONIC COMMANDO	*GO!*
5	*(7)*	THE GREAT GIANNA SISTERS	*GO!*
6	*(2)*	IMPOSSIBLE MISSION II	*US Gold/Epyx*
7	*(17)*	CYBERNOID 2	*Hewson*
8	*(NE)*	PACMANIA	*Grand Slam*
9	*(3)*	BUGGY BOY	*Elite*
10	*(11)*	PROJECT STEALTH FIGHTER	*Microprose*
11	*(1)*	HAWKEYE	*Thalamus*
12	*(15)*	ARMALYTE	*Thalamus*
13	*(16)*	BOMBUZAL	*Imageworks*
14	*(14)*	IO	*Firebird*
15	*(13)*	TARGET RENEGADE	*Imagine*
16	*(NE)*	E. HUGHES' INT. SOCCER	*Audiogenic*
17	*(17)*	PAC-LAND	*Grandslam*
18	*(19)*	DEFENDER OF THE CROWN	*Mirrorsoft*
19	*(NE)*	RED STORM RISING	*Microprose*
20	*(RE)*	GUNSHIP	*Microprose*

COIN-OP TOP 10

1	*(1)*	DOUBLE DRAGON	*Taito*
2	*(3)*	WEC LE MANS	*Konami*
3	*(NE)*	GALAXY FORCE	*Sega*
4	*(4)*	VULCAN VENTURE	*Konami*
5	*(6)*	BLASTEROIDS	*Atari*
6	*(NE)*	TOOBIN'	*Tengen*
7	*(8)*	R-TYPE	*Irem*
8	*(9)*	PACMANIA	*Atari*
9	*(NE)*	CONTINENTAL CIRCUS	*Taito*
10	*(10)*	MR HELI	*Irem*



TOP TEN VEGETABLE SONGS

1	ASPARAGUS BLOODY ASPARAGUS	*U Turnip*
2	LEFT TO MY OWN KING EDWARDS	*The Potato Shop Boys*
3	KELP!	*The Beatroots*
4	SWEDEHEAD	*Molasses*
5	I SHOULD BE SO RADISH	*Caulie Minogue*
6	DROP THE PEA	*Brossel Sprouts*
7	AVOCADO FLOW	*Endive*
8	GREEN GROCERS	*Shakin' Spinach*
9	HEY MANGOHATTAN	*Prefab Sprout*
10	BRIDGE OVER TROUBLED WATERCRESS	*Simon and Garpumpernickel*

Well, there goes another one: we felt that the music section was getting a bit boring because the same people wrote in every month and voted for the same games. If there's a big outcry about this, we'll bring it back – it's all up to you!

Anyway, from this month we've given you the opportunity to vote in our Alternative Chart *(cor! Alternative! Oooooh!)* – this will change from month to month accordingly; to give you an idea, we've supplied you with a list of the ZZAP! team's Top Ten favourite vegetable songs – you can do much better than us, can't you?

Oh – and remember – having your charts plucked from the paper bag first will result in loadsa free software an' all that an' everyfin'.

NAME ....
ADDRESS ....
....
....
POSTCODE ....

MY TOP FIVE GAMES ARE:
1: ....
2: ....
3: ....
4: ....
5: ....

MY TOP THREE AMIGA GAMES ARE:
1: ....
2: ....
3: ....

MY FAVOURITE ARCADE GAME IS:
....

AND DON'T FORGET TO SEND IN YOUR OWN ALTERNATIVE TOP TEN AS WELL!

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A NEW LOOK ISSUE!

In an attempt to become trendy, the ZZAP! reviewers buy orange flares, purple tank tops and rainbow-coloured wedges. No. Only kidding, ha, ha. In fact, we all go down to the pub, buy a bag of peanuts and take a fresh look at the way we review games. A bit of tweaking here and there (fnar, fnar, etc) and we come up with something *better.* Good, eh?

ALSO APPEARING . . .

ME TIPS
Yes, it's the first ever edition of the ZZAP! Tips penned by everyone's loveable Dangerous Flint-type person. Not only will Maff bring his unfunny knock knock jokes to this section, he'll also bring you tips, POKEs, maps, listings and cheat modes.

THE DEF GUIDE TO RACING GAMES
What do we mean by 'racing' games? Who knows? Tune in next month and find out!

AND THEN, OF COURSE, THERE'S REVIEWS OF . . .

Batman, Tiger Road, LED Storm, Afterburner, SDI, A Question Of Sport – all on the 64; AND *Thunderblade, Arkanoid 2, SDI, Universal Military Simulator* and *World Class Leaderboard* on the Amiga. On top of that there'll be even more larkabout reviewing japery with TONS more games.

SO WATCH OUT FOR THE NEW LOOK ISSUE, WIBBLING DOWN YOUR STREET ON FEBRUARY 16TH – YOU WON'T BE DISAPPOINTED!


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OPERATION WOLF
TAITO
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Your Opponents in your battle for supremacy are four types of Evil Ninja star-throwing Assasins whose skills are manifold and dangerous. Also out to spoil your day are Acrobatic Women Warriors and vicious Guard Dogs.
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BATMAN
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